

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

<https://cfelitetracker.vercel.app>

Unique solved — Kira_1234

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

Sort: Problem rating · easier first

Filters: none

Count: 3,997

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,848 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Kira_1234's solution](#)
- 2.**
2218C
[The 67th Permutation Problem](#) · [Tutorial](#)
Quality: 26,504 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[Kira_1234's solution](#)
- 3.**
2218B
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)
Quality: 33,753 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Kira_1234's solution](#)
- 4.**
2218A
[The 67th Integer Problem](#) · [Tutorial](#)
Quality: 35,000 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math
[Kira_1234's solution](#)
- 5.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,286 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[Kira_1234's solution](#)
- 6.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Kira_1234's solution](#)
- 7.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,571 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Kira_1234's solution](#)
- 8.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,764 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[Kira_1234's solution](#)
- 9.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,699 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Kira_1234's solution](#)

10.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

11.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Kira_1234's solution](#)

12.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kira_1234's solution](#)

13.

2195A

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

Quality: 35,475 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

14.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

15.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,131 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kira_1234's solution](#)

16.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,674 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

17.

2189A

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

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

18.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,729 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kira_1234's solution](#)

19.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,120 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

20.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,096 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kira_1234's solution](#)

21.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Kira_1234's solution](#)

22.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,747 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

23.

2179B

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

Quality: 28,346 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Kira_1234's solution](#)

24.

2179A

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

Quality: 34,434 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Kira_1234's solution](#)

25.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

26.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Kira_1234's solution](#)

27.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,084 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

28.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

29.

2170A

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

Quality: 19,956 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Kira_1234's solution](#)

30.

2157A

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

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

[Kira_1234's solution](#)

31.

2171A

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

Quality: 37,257 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[Kira_1234's solution](#)

32.

2172A

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

Quality: 14,565 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Kira_1234's solution](#)

33.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings
[Kira_1234's solution](#)

34.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[Kira_1234's solution](#)

35.

2167C

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

Quality: 36,069 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[Kira_1234's solution](#)

36.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,840 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[Kira_1234's solution](#)

37.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,514 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[Kira_1234's solution](#)

38.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[Kira_1234's solution](#)

39.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,173 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[Kira_1234's solution](#)

40.

2153B

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

Quality: 22,594 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy
[Kira_1234's solution](#)

41.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Kira_1234's solution](#)

42.

2149B

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

Quality: 33,065 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

43.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,938 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kira_1234's solution](#)

44.

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Kira_1234's solution](#)

45.

2147A

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

Quality: 18,647 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

46.

2143A

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

Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Kira_1234's solution](#)

47.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,058 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Kira_1234's solution](#)

48.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,447 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Kira_1234's solution](#)

49.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

50.

2137A

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

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

[Kira_1234's solution](#)

51.

2134A

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

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

52.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kira_1234's solution](#)

53.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Kira_1234's solution](#)

54.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

55.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

56.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,875 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kira_1234's solution](#)

57.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

58.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

59.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

60.

2126B

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

Quality: 37,707 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

61.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,109 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Kira_1234's solution](#)

62.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

63.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kira_1234's solution](#)

64.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

65.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

66.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,512 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

67.

2118A

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

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

[Kira_1234's solution](#)

68.

2117B

[Shrink](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

69.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,057 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

70.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,217 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Kira_1234's solution](#)

71.

2110A

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

Quality: 29,843 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

72.

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

73.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Kira_1234's solution](#)

74.

2108A

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

Quality: 22,152 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Kira_1234's solution](#)

75.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,363 global accepts · Rating: 800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

76.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kira_1234's solution](#)

77.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

78.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,156 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Kira_1234's solution](#)

79.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,312 global accepts · Rating: 800 · first AC: 2025-04-13 · PyPy 3 (first AC) · Tags: strings

[Kira_1234's solution](#)

80.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

81.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,709 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Kira_1234's solution](#)

82.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

83.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

84.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,763 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Kira_1234's solution](#)

85.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,328 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[Kira_1234's solution](#)

86.

2071A

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

Quality: 27,842 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

87.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

88.

2065B

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

Quality: 42,085 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Kira_1234's solution](#)

89.

2065A

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

Quality: 55,647 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Kira_1234's solution](#)

90.

2059A

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

Quality: 29,193 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

91.

2062A

[String](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

92.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kira_1234's solution](#)

93.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Kira_1234's solution](#)

94.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[Kira_1234's solution](#)

95.

2057A

[MEX Table](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

96.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[Kira_1234's solution](#)

97.

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

98.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,771 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

99.

2051A

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

Quality: 35,182 global accepts · Rating: 800 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

100.

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

[Kira_1234's solution](#)

101.

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

[Kira_1234's solution](#)

102.

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

[Kira_1234's solution](#)

103.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,237 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

104.

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

[Kira_1234's solution](#)

105.

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

[Kira_1234's solution](#)

106.

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

[Kira_1234's solution](#)

107.

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

108.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

109.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

110.

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

[Kira_1234's solution](#)

111.

2035A

[Sliding](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

112.

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

[Kira_1234's solution](#)

113.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Kira_1234's solution](#)

114.

2030A

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

Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

115.

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

[Kira_1234's solution](#)

116.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math,

sortings

[Kira_1234's solution](#)

117.

2020A

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

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Kira_1234's solution](#)

118.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

119.

2008C

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

Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Kira_1234's solution](#)

120.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[Kira_1234's solution](#)

121.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,799 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kira_1234's solution](#)

122.

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

[Kira_1234's solution](#)

123.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

124.

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

[Kira_1234's solution](#)

125.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,650 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

126.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,963 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

127.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

128.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

129.

1991A

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

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

[Kira_1234's solution](#)

130.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

131.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Kira_1234's solution](#)

132.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kira_1234's solution](#)

133.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

134.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,262 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

135.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kira_1234's solution](#)

136.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

137.

1987A

[Upload More RAM](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

138.

1989A

[Catch the Coin](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

139.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Kira_1234's solution](#)

140.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,990 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Kira_1234's solution](#)

141.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Kira_1234's solution](#)

142.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

143.

1985B

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

Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

144.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

145.

1984A

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

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

[Kira_1234's solution](#)

146.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,505 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Kira_1234's solution](#)

147.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kira_1234's solution](#)

148.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Kira_1234's solution](#)

149.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,206 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kira_1234's solution](#)

150.

1975A

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

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

[Kira_1234's solution](#)

151.

1974B

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

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Kira_1234's solution](#)

152.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,929 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

153.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,444 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Kira_1234's solution](#)

154.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

155.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

156.

1956B

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

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

[Kira_1234's solution](#)

157.

1956A

[Nene's Game](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

158.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kira_1234's solution](#)

159.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

160.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Kira_1234's solution](#)

161.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

162.

1929B

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

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

[Kira_1234's solution](#)

163.

1929A

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

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

164.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

165.

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

[Kira_1234's solution](#)

166.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

167.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Kira_1234's solution](#)

168.

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

[Kira_1234's solution](#)

169.

1915C

[Can I Square? · Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Kira_1234's solution](#)

170.

1915B

[Not Quite Latin Square · Tutorial](#)

Quality: 50,362 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Kira_1234's solution](#)

171.

1915A

[Odd One Out · Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Kira_1234's solution](#)

172.

1917A

[Least Product · Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

173.

1909A

[Distinct Buttons · Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

174.

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

[Kira_1234's solution](#)

175.

1914A

[Problemsolving Log · Tutorial](#)

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

176.

1913A

[Rating Increase · Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

177.

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

[Kira_1234's solution](#)

178.

1902A

[Binary Imbalance · Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

179.

1903A

[Halloumi Boxes · Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kira_1234's solution](#)

180.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Kira_1234's solution](#)

181.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Kira_1234's solution](#)

182.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

183.

1898A

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

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

184.

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

[Kira_1234's solution](#)

185.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,384 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Kira_1234's solution](#)

186.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kira_1234's solution](#)

187.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

188.

1879A

[Rigged!](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

189.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,233 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

190.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kira_1234's solution](#)

191.

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

[Kira_1234's solution](#)

192.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

193.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Kira_1234's solution](#)

194.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

195.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

196.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

197.

1846B

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

Quality: 28,920 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

198.

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

[Kira_1234's solution](#)

199.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

200.

1845A

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

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Kira_1234's solution](#)

201.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Kira_1234's solution](#)

202.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

203.

1843C

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

Quality: 39,502 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Kira_1234's solution](#)

204.

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

[Kira_1234's solution](#)

205.

1843A

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

Quality: 37,315 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Kira_1234's solution](#)

206.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,680 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

207.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Kira_1234's solution](#)

208.

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

[Kira_1234's solution](#)

209.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

210.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

211.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

212.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

213.

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

[Kira_1234's solution](#)

214.

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

[Kira_1234's solution](#)

215.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

216.

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

[Kira_1234's solution](#)

217.

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

[Kira_1234's solution](#)

218.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kira_1234's solution](#)

219.

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

[Kira_1234's solution](#)

220.

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

[Kira_1234's solution](#)

221.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Kira_1234's solution](#)

222.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

223.

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

[Kira_1234's solution](#)

224.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

225.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

226.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

227.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

228.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Kira_1234's solution](#)

229.

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

[Kira_1234's solution](#)

230.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

231.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

232.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

233.

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

[Kira_1234's solution](#)

234.

1800A

[Is It a Cat? · Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

235.

1796A

[Typical Interview Problem · Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

236.

1799A

[Recent Actions · Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[Kira_1234's solution](#)

237.

1789B

[Serval and Inversion Magic · Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[Kira_1234's solution](#)

238.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

239.

1776A

[Walking Boy · Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

240.

1795A

[Two Towers · Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

241.

1698B

[Rising Sand · Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

242.

1698A

[XOR Mixup · Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Kira_1234's solution](#)

243.

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

[Kira_1234's solution](#)

244.

1699A

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

Quality: 24,781 global accepts · Rating: 800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

245.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,048 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Kira_1234's solution](#)

246.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[Kira_1234's solution](#)

247.

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
[Kira_1234's solution](#)

248.

1791A

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

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Kira_1234's solution](#)

249.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Kira_1234's solution](#)

250.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

251.

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Kira_1234's solution](#)

252.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Kira_1234's solution](#)

253.

1777A

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

Quality: 44,037 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Kira_1234's solution](#)

254.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[Kira_1234's solution](#)

255.

1775A1

[Gardener and the Capybaras \(easy version\) · Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Kira_1234's solution](#)

256.

1783A

[Make it Beautiful · Tutorial](#)

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[Kira_1234's solution](#)

257.

1768A

[Greatest Convex · Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

258.

1779A

[Hall of Fame · Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kira_1234's solution](#)

259.

1731A

[Joey Takes Money · Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

260.

1763A

[Absolute Maximization · Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kira_1234's solution](#)

261.

1772B

[Matrix Rotation · Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

262.

1772A

[A+B? · Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

263.

1774A

[Add Plus Minus Sign · Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

264.

1765B

[Broken Keyboard · Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

265.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

266.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

267.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

268.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

269.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

270.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Kira_1234's solution](#)

271.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Kira_1234's solution](#)

272.

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Kira_1234's solution](#)

273.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

274.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Kira_1234's solution](#)

275.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kira_1234's solution](#)

276.

1759A

[Yes-Yes? · Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

277.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

278.

1734A

[Select Three Sticks · Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kira_1234's solution](#)

279.

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

[Kira_1234's solution](#)

280.

1665A

[GCD vs LCM · Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

281.

1750B

[Maximum Substring · Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Kira_1234's solution](#)

282.

1750A

[Indirect Sort · Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

283.

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

[Kira_1234's solution](#)

284.

1706A

[Another String Minimization Problem · Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Kira_1234's solution](#)

285.

1740A

[Factorise N+M · Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Kira_1234's solution](#)

286.

1740B

[Jumbo Extra Cheese 2 · Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
[Kira_1234's solution](#)

287.

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Kira_1234's solution](#)

288.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,900 global accepts · Rating: 800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[Kira_1234's solution](#)

289.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Kira_1234's solution](#)

290.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Kira_1234's solution](#)

291.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Kira_1234's solution](#)

292.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[Kira_1234's solution](#)

293.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[Kira_1234's solution](#)

294.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Kira_1234's solution](#)

295.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

296.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Kira_1234's solution](#)

297.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

298.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

299.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,805 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

300.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kira_1234's solution](#)

301.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

302.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

303.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

304.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

305.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

306.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kira_1234's solution](#)

307.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

308.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kira_1234's solution](#)

309.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

310.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

311.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

312.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

313.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

314.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

315.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

316.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Kira_1234's solution](#)

317.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Kira_1234's solution](#)

318.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

319.

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Kira_1234's solution](#)

320.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

321.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

322.

1714C

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

Quality: 33,428 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

323.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Kira_1234's solution](#)

324.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[Kira_1234's solution](#)

325.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

326.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Kira_1234's solution](#)

327.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

328.

1690C

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

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Kira_1234's solution](#)

329.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

330.

1690A

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

Quality: 35,638 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

331.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

332.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

333.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Kira_1234's solution](#)

334.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

335.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

336.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Kira_1234's solution](#)

337.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

338.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · PyPy 3 (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

339.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

340.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[Kira_1234's solution](#)

341.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

342.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · PyPy 3 (first AC) · Tags: games, implementation, math

[Kira_1234's solution](#)

343.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

344.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,556 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

345.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

346.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

347.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kira_1234's solution](#)

348.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-01 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

349.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

350.

1658A

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

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

351.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Kira_1234's solution](#)

352.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

353.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,902 global accepts · Rating: 800 · first AC: 2022-03-22 · PyPy 3 (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

354.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,779 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Kira_1234's solution](#)

355.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, sortings

[Kira_1234's solution](#)

356.

1647A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

357.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

358.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Kira_1234's solution](#)

359.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

360.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Kira_1234's solution](#)

361.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

362.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

363.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · PyPy 3 (first AC) · Tags: brute force, sortings

[Kira_1234's solution](#)

364.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · PyPy 3 (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

365.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

366.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Kira_1234's solution](#)

367.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

368.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[Kira_1234's solution](#)

369.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

370.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,287 global accepts · Rating: 800 · first AC: 2022-01-12 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

371.

1624A

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

Quality: 60,288 global accepts · Rating: 800 · first AC: 2022-01-10 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

372.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 800 · first AC: 2022-01-03 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

373.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

374.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Kira_1234's solution](#)

375.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: geometry, math

[Kira_1234's solution](#)

376.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

377.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Kira_1234's solution](#)

378.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kira_1234's solution](#)

379.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

380.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · PyPy 3 (first AC) · Tags: math, sortings

[Kira_1234's solution](#)

381.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

382.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, math

[Kira_1234's solution](#)

383.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

384.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

385.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,687 global accepts · Rating: 800 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

386.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

387.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

388.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

389.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

390.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,122 global accepts · Rating: 800 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

391.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Kira_1234's solution](#)

392.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,001 global accepts · Rating: 800 · first AC: 2021-09-28 · PyPy 3 (first AC) · Tags: math, strings

[Kira_1234's solution](#)

393.

1574A

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

Quality: 23,067 global accepts · Rating: 800 · first AC: 2021-09-20 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

394.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

395.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

396.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

397.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

398.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

399.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · PyPy 3 (first AC) · Tags: sortings, strings

[Kira_1234's solution](#)

400.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,328 global accepts · Rating: 800 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

401.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,367 global accepts · Rating: 800 · first AC: 2021-07-23 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

402.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

403.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

404.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

405.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

406.

1547B

[Alphabetical Strings](#) · [Tutorial](#)

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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407.

1547A

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Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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408.

1542A

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Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: math

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409.

1539B

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Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

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410.

1537A

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Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · PyPy 3 (first AC) · Tags: greedy, math

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411.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · PyPy 3 (first AC) · Tags: brute force, implementation

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412.

1538B

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Quality: 33,539 global accepts · Rating: 800 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: greedy, math

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413.

1538A

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Quality: 40,404 global accepts · Rating: 800 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

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414.

1536A

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Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

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415.

1535A

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416.

1523A

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417.

1526A

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418.

1525A

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419.

1520B

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420.

1520A

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421.

1515A

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422.

1517A

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423.

1509A

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424.

1511A

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425.

1513A

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426.

1512B

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427.

1512A

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428.

1498A

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429.

1316A

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430.

1506A

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[Kira_1234's solution](#)

431.

1499A

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[Kira_1234's solution](#)

432.

1497A

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433.

1194A

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Quality: 17,377 global accepts · Rating: 800 · first AC: 2020-10-11 · last AC: 2021-03-01 · PyPy 3 (first AC) · Tags: math

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434.

1492A

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435.

1490A

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[Kira_1234's solution](#)

436.

1487A

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[Kira_1234's solution](#)

437.

1481A

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[Kira_1234's solution](#)

438.

1478A

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439.

1474A

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440.

1473A

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[Kira_1234's solution](#)

441.

1472B

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Quality: 59,853 global accepts · Rating: 800 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: dp, greedy, math

[Kira_1234's solution](#)

442.

1472A

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Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

443.

1466B

[Last minute enhancements](#) · [Tutorial](#)

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444.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: brute force, geometry, math

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445.

1270A

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Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: games, greedy, math

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446.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · PyPy 3 (first AC) · Tags: greedy

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447.

1462B

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448.

1462A

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

Quality: 48,980 global accepts · Rating: 800 · first AC: 2020-12-15 · PyPy 3 (first AC) · Tags: implementation, two pointers

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449.

1461A

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

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450.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings
[Kira_1234's solution](#)

451.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,263 global accepts · Rating: 800 · first AC: 2020-06-18 · last AC: 2020-12-06 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math
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452.

1453A

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Quality: 24,281 global accepts · Rating: 800 · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: implementation
[Kira_1234's solution](#)

453.

1186A

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Quality: 42,465 global accepts · Rating: 800 · first AC: 2020-12-01 · PyPy 3 (first AC) · Tags: implementation
[Kira_1234's solution](#)

454.

1455A

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Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: math, number theory
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455.

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · PyPy 3 (first AC) · Tags: implementation
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456.

1454A

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457.

1451A

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Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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458.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: implementation, strings
[Kira_1234's solution](#)

459.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · PyPy 3 (first AC) · Tags: greedy
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460.

1452A

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Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · PyPy 3 (first AC) · Tags: math

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461.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

462.

1236A

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463.

755A

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Quality: 19,787 global accepts · Rating: 800 · first AC: 2020-11-12 · PyPy 3 (first AC) · Tags: brute force, graphs, math, number theory

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464.

1443A

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Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: constructive algorithms, math

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465.

1445A

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Quality: 20,365 global accepts · Rating: 800 · first AC: 2020-11-01 · PyPy 3 (first AC) · Tags: greedy, sortings

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466.

1437A

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Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kira_1234's solution](#)

467.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

468.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

469.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · last AC: 2020-10-25 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

470.

1436A

[Reorder](#) · [Tutorial](#)

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[Kira_1234's solution](#)

471.

811A

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472.

1433B

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Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: greedy, implementation

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473.

1433A

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474.

1421A

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475.

1428A

[Box is Pull](#) · [Tutorial](#)

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476.

1284A

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477.

1430B

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478.

1422A

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479.

1408A

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[Kira_1234's solution](#)

480.

1426A

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[Kira_1234's solution](#)

481.

1301A

[Three Strings](#) · [Tutorial](#)

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482.

1409A

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483.

1003A

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484.

999A

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[Kira_1234's solution](#)

485.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: brute force, implementation

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486.

1397A

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[Kira_1234's solution](#)

487.

1230A

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Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: brute force, implementation

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488.

1249A

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

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489.

1400A

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

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490.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

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491.

1281A

[Suffix Three](#) · [Tutorial](#)

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492.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

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493.

1392A

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

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[Kira_1234's solution](#)

494.

1398B

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495.

1398A

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Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: geometry, math

[Kira_1234's solution](#)

496.

1257A

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Quality: 21,664 global accepts · Rating: 800 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

497.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-08-12 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

498.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: dp, implementation, math

[Kira_1234's solution](#)

499.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[Kira_1234's solution](#)

500.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

501.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

502.

1185A

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Quality: 15,385 global accepts · Rating: 800 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

503.

1393A

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Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

504.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

505.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-08-05 · PyPy 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

506.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

507.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

508.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,546 global accepts · Rating: 800 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

509.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 800 · first AC: 2020-08-03 · PyPy 3 (first AC) · Tags: brute force

[Kira_1234's solution](#)

510.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2020-08-02 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

511.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

512.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

513.

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: brute force

[Kira_1234's solution](#)

514.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

515.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,892 global accepts · Rating: 800 · first AC: 2020-04-17 · last AC: 2020-07-19 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation

[Kira_1234's solution](#)

516.

1385B

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[Kira_1234's solution](#)

517.

1385A

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518.

1372A

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519.

1159A

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520.

1371A

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521.

1374A

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522.

1369A

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523.

1370A

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524.

1367B

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525.

1367A

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526.

1300A

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527.

1061A

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528.

1043A

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529.

939A

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530.

1139A

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531.

1358A

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532.

1285A

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533.

1360B

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534.

1360A

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[Kira_1234's solution](#)

535.

1143A

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[Kira_1234's solution](#)

536.

1206A

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537.

1353B

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[Kira_1234's solution](#)

538.

1353A

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[Kira_1234's solution](#)

539.

1352A

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540.

1351A

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541.

1345A

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542.

1348A

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543.

1343B

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[Kira_1234's solution](#)

544.

1304A

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545.

1303A

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[Kira_1234's solution](#)

546.

1271A

[Suits](#) · [Tutorial](#)

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[Kira_1234's solution](#)

547.

1136A

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548.

1337A

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[Kira_1234's solution](#)

549.

1243A

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[Kira_1234's solution](#)

550.

1315A

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551.

1335A

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552.

1296A

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553.

1080A

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[Kira_1234's solution](#)

554.

1114A

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[Kira_1234's solution](#)

555.

1325B

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Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-04-06 · Python 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

556.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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[Kira_1234's solution](#)

557.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2020-03-29 · Python 3 (first AC) · Tags: math

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558.

1228A

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559.

1328A

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[Kira_1234's solution](#)

560.

1312A

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[Kira_1234's solution](#)

561.

664A

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Quality: 21,672 global accepts · Rating: 800 · first AC: 2020-03-19 · Python 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

562.

2210B

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[Kira_1234's solution](#)

563.

2195B

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564.

2185C

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565.

2178B

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[Kira_1234's solution](#)

566.

2157B

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[Kira_1234's solution](#)

567.

2171B

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568.

2169A

[Alice and Bob](#) · [Tutorial](#)

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[Kira_1234's solution](#)

569.

2149C

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[Kira_1234's solution](#)

570.

2148C

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571.

2140B

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572.

2137B

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573.

2132B

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Quality: 33,560 global accepts · Rating: 900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

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574.

2114B

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[Kira_1234's solution](#)

575.

2110B

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[Kira_1234's solution](#)

576.

2106B

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577.

2094C

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578.

2085A

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

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[Kira_1234's solution](#)

579.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

580.

2060C

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581.

2048B

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Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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582.

2042B

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583.

2035B

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584.

2033B

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585.

2005A

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Quality: 26,254 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
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586.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[Kira_1234's solution](#)

587.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Kira_1234's solution](#)

588.

1988A

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Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
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589.

1992C

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Quality: 33,274 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

590.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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591.

1954A

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Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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592.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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593.

1941C

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594.

1927B

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595.

1918B

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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
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596.

1915D

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597.

1904A

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598.

1900B

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599.

1896B

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600.

1881B

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601.

1879B

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602.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

603.

1855B

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Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Kira_1234's solution](#)

604.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Kira_1234's solution](#)

605.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Kira_1234's solution](#)

606.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[Kira_1234's solution](#)

607.

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

608.

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

609.

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

[Kira_1234's solution](#)

610.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

611.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

612.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

613.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,894 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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614.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[Kira_1234's solution](#)

615.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Kira_1234's solution](#)

616.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Kira_1234's solution](#)

617.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

618.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

619.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

620.

1771A

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

Quality: 25,305 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Kira_1234's solution](#)

621.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

622.

1758B

[XOR = Average](#) · [Tutorial](#)

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623.

1665B

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sortings

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624.

1747B

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Quality: 25,959 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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625.

1732B

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Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

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626.

1749B

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Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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627.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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628.

1737A

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Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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629.

1733B

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Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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630.

1726A

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Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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631.

1720A

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Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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632.

1714A

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633.

1696B

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634.

1697B

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Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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635.

1679A

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Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

636.

1666D

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Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

637.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kira_1234's solution](#)

638.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-10 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

639.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Kira_1234's solution](#)

640.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

641.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

642.

1609A

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[Kira_1234's solution](#)

643.

1610A

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[Kira_1234's solution](#)

644.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

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[Kira_1234's solution](#)

645.

1582B

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Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-24 · PyPy 3 (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

646.

1593B

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

Quality: 40,659 global accepts · Rating: 900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Kira_1234's solution](#)

647.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

648.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[Kira_1234's solution](#)

649.

1543B

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Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

[Kira_1234's solution](#)

650.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

651.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

652.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Kira_1234's solution](#)

653.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

654.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Kira_1234's solution](#)

655.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: bitmasks, brute force, implementation

[Kira_1234's solution](#)

656.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

657.

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: brute force, dp, math

[Kira_1234's solution](#)

658.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

659.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

660.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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661.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

662.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2020-12-15 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

663.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2020-05-17 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: math

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664.

1451B

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Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, strings

[Kira_1234's solution](#)

665.

1440B

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[Kira_1234's solution](#)

666.

1339A

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Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · last AC: 2020-11-13 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math

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667.

1445B

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Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

668.

1436B

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[Kira_1234's solution](#)

669.

1433C

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Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

670.

1430A

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Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[Kira_1234's solution](#)

671.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: math, sortings

[Kira_1234's solution](#)

672.

1110A

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[Kira_1234's solution](#)

673.

1426B

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Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

674.

1420A

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Quality: 25,207 global accepts · Rating: 900 · first AC: 2020-09-24 · PyPy 3 (first AC) · Tags: math, sortings

[Kira_1234's solution](#)

675.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: games, greedy, implementation

[Kira_1234's solution](#)

676.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,999 global accepts · Rating: 900 · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

677.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: implementation

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678.

1197A

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Quality: 14,036 global accepts · Rating: 900 · first AC: 2020-08-24 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Kira_1234's solution](#)

679.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2020-08-24 · PyPy 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

680.

1401A

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Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

681.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

682.

977B

[Two-gram](#) · [Tutorial](#)

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[Kira_1234's solution](#)

683.

1166A

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[Kira_1234's solution](#)

684.

1169A

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Quality: 12,695 global accepts · Rating: 900 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: implementation, math

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685.

1175A

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686.

1380A

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[Kira_1234's solution](#)

687.

1374B

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688.

1373B

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689.

1201A

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690.

1313A

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691.

1206B

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692.

1350A

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693.

1341A

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694.

1343A

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[Kira_1234's solution](#)

695.

1279A

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[Kira_1234's solution](#)

696.

1295A

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[Kira_1234's solution](#)

697.

1291A

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[Kira_1234's solution](#)

698.

1248B

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[Kira_1234's solution](#)

699.

1282A

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Quality: 15,502 global accepts · Rating: 900 · first AC: 2020-04-16 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

700.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · Python 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

701.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-04-14 · Python 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

702.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

703.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: math

[Kira_1234's solution](#)

704.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2020-04-10 · Python 3 (first AC) · Tags: math

[Kira_1234's solution](#)

705.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: implementation, number theory

[Kira_1234's solution](#)

706.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

707.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

708.

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Kira_1234's solution](#)

709.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

710.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,735 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

711.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings
[Kira_1234's solution](#)

712.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

713.

2167D

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

Quality: 30,222 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[Kira_1234's solution](#)

714.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[Kira_1234's solution](#)

715.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

716.

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

717.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Kira_1234's solution](#)

718.

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

[Kira_1234's solution](#)

719.

2132C1

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

Quality: 27,742 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

720.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

721.

2123C

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

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Kira_1234's solution](#)

722.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

723.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kira_1234's solution](#)

724.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

725.

2060B

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

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

726.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

727.

2057B

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

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

[Kira_1234's solution](#)

728.

2051C

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Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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729.

2034B

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730.

2039B

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731.

2037C

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732.

2005B1

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733.

2004B

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734.

2002B

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Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

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735.

1998B

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736.

1999B

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737.

1987B

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738.

1986B

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739.

1985C

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740.

1970A1

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741.

1975B

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

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742.

1968C

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Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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743.

1969B

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

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744.

1955B

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Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

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745.

1906A

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Quality: 6,051 global accepts · Rating: 1000 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Kira_1234's solution](#)

746.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Kira_1234's solution](#)

747.

1930B

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

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

[Kira_1234's solution](#)

748.

1927C

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Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

749.

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

[Kira_1234's solution](#)

750.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Kira_1234's solution](#)

751.

1876A

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Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

752.

1858C

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Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

753.

1859B

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Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

754.

1847B

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Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Kira_1234's solution](#)

755.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

756.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

757.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Kira_1234's solution](#)

758.

1837C

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Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

759.

1829D

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

[Kira_1234's solution](#)

760.

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

[Kira_1234's solution](#)

761.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Kira_1234's solution](#)

762.

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
[Kira_1234's solution](#)

763.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Kira_1234's solution](#)

764.

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
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765.

1800B

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Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Kira_1234's solution](#)

766.

1796B

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Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Kira_1234's solution](#)

767.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Kira_1234's solution](#)

768.

1791D

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Quality: 49,282 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[Kira_1234's solution](#)

769.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Kira_1234's solution](#)

770.

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
[Kira_1234's solution](#)

771.

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
[Kira_1234's solution](#)

772.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Kira_1234's solution](#)

773.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

774.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

775.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

776.

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Kira_1234's solution](#)

777.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

778.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Kira_1234's solution](#)

779.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kira_1234's solution](#)

780.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

781.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

782.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Kira_1234's solution](#)

783.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Kira_1234's solution](#)

784.

1690D

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

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Kira_1234's solution](#)

785.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Kira_1234's solution](#)

786.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

787.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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788.

1632B

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Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms

[Kira_1234's solution](#)

789.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Kira_1234's solution](#)

790.

1620B

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

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Kira_1234's solution](#)

791.

1613B

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Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

792.

1611C

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Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

793.

1605B

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Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

794.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Kira_1234's solution](#)

795.

1223B

[Strings Equalization](#) · [Tutorial](#)

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: strings

[Kira_1234's solution](#)

796.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

797.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

798.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

799.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Kira_1234's solution](#)

800.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Kira_1234's solution](#)

801.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2020-05-10 · last AC: 2021-07-17 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

802.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

803.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · PyPy 3 (first AC) · Tags: combinatorics, geometry, greedy, math

[Kira_1234's solution](#)

804.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

805.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

806.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: brute force, geometry, math, number theory

[Kira_1234's solution](#)

807.

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

808.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[Kira_1234's solution](#)

809.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[Kira_1234's solution](#)

810.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

811.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Kira_1234's solution](#)

812.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2020-04-19 · last AC: 2021-01-28 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[Kira_1234's solution](#)

813.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2021-01-22 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

814.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

815.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory,

strings

[Kira_1234's solution](#)

816.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2020-12-24 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[Kira_1234's solution](#)

817.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2020-12-18 · PyPy 3 (first AC) · Tags: brute force, greedy, sortings

[Kira_1234's solution](#)

818.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2020-12-16 · PyPy 3 (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

819.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Kira_1234's solution](#)

820.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2020-06-18 · last AC: 2020-12-05 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

821.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2020-06-18 · last AC: 2020-12-05 · PyPy 3 (first AC) · Tags: chinese remainder theorem, math

[Kira_1234's solution](#)

822.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Kira_1234's solution](#)

823.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

824.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Kira_1234's solution](#)

825.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-11-12 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

826.

1241B

[Strings Equalization](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: brute force, strings

[Kira_1234's solution](#)

827.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2020-10-24 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

828.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Kira_1234's solution](#)

829.

1419D1

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

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

830.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,867 global accepts · Rating: 1000 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

831.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

832.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2020-08-29 · PyPy 3 (first AC) · Tags: dsu, math

[Kira_1234's solution](#)

833.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-08-24 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

834.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

835.

1395A

[Bobniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · PyPy 3 (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

836.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: brute force, strings

[Kira_1234's solution](#)

837.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: binary search, implementation, two pointers

[Kira_1234's solution](#)

838.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: dp, math

[Kira_1234's solution](#)

839.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

840.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: implementation, sortings, strings

[Kira_1234's solution](#)

841.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,950 global accepts · Rating: 1000 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

842.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

843.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

844.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

845.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

846.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

847.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,092 global accepts · Rating: 1000 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

848.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

849.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

850.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

851.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

852.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

853.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2020-05-11 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

854.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[Kira_1234's solution](#)

855.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-04-26 · Python 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

856.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-04-17 · Python 3 (first AC) · Tags: combinatorics, greedy, math

[Kira_1234's solution](#)

857.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2020-04-16 · Python 3 (first AC) · Tags: geometry, math

[Kira_1234's solution](#)

858.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2020-04-15 · Python 3 (first AC) · Tags: strings

[Kira_1234's solution](#)

859.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2020-04-15 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

860.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

861.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2020-03-29 · Python 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

862.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-23 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[Kira_1234's solution](#)

863.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2020-03-17 · Python 3 (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

864.

2218D

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

865.

2211B

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

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

[Kira_1234's solution](#)

866.

2195C

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

Quality: 20,545 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

867.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Kira_1234's solution](#)

868.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,696 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Kira_1234's solution](#)

869.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Kira_1234's solution](#)

870.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,116 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kira_1234's solution](#)

871.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

872.

2179C

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

Quality: 22,311 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Kira_1234's solution](#)

873.

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

[Kira_1234's solution](#)

874.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,111 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

875.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

876.

2138A

[Cake Assignment](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

877.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,916 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Kira_1234's solution](#)

878.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

879.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Kira_1234's solution](#)

880.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

881.

2126C

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

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

882.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

883.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Kira_1234's solution](#)

884.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

885.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kira_1234's solution](#)

886.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Kira_1234's solution](#)

887.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

888.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,974 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Kira_1234's solution](#)

889.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, math

[Kira_1234's solution](#)

890.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Kira_1234's solution](#)

891.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Kira_1234's solution](#)

892.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Kira_1234's solution](#)

893.

2060D

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

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

894.

2043B

[Digits](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

895.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

896.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Kira_1234's solution](#)

897.

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

[Kira_1234's solution](#)

898.

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

[Kira_1234's solution](#)

899.

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

[Kira_1234's solution](#)

900.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Kira_1234's solution](#)

901.

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

[Kira_1234's solution](#)

902.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Kira_1234's solution](#)

903.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

904.

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

[Kira_1234's solution](#)

905.

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

[Kira_1234's solution](#)

906.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kira_1234's solution](#)

907.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Kira_1234's solution](#)

908.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kira_1234's solution](#)

909.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

910.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Kira_1234's solution](#)

911.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Kira_1234's solution](#)

912.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Kira_1234's solution](#)

913.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[Kira_1234's solution](#)

914.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[Kira_1234's solution](#)

915.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Kira_1234's solution](#)

916.

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
[Kira_1234's solution](#)

917.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Kira_1234's solution](#)

918.

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
[Kira_1234's solution](#)

919.

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
[Kira_1234's solution](#)

920.

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

[Kira_1234's solution](#)

921.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Kira_1234's solution](#)

922.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

923.

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

[Kira_1234's solution](#)

924.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kira_1234's solution](#)

925.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

926.

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

[Kira_1234's solution](#)

927.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

928.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

929.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Kira_1234's solution](#)

930.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

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931.

1826B

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

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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932.

1797B

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933.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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934.

1807G2

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Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

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935.

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

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936.

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

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937.

1793B

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

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938.

1788B

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939.

1791G1

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

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940.

1791E

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Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

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941.

1787B

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Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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942.

1780B

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Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

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943.

1783B

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Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

944.

1731B

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Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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945.

690A1

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Quality: 3,094 global accepts · Rating: 1100 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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946.

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

[Kira_1234's solution](#)

947.

1759C

[Thermostat](#) · [Tutorial](#)

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948.

1706B

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Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Kira_1234's solution](#)

949.

1743C

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Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kira_1234's solution](#)

950.

1742D

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Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

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951.

1741C

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952.

1739B

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953.

1729C

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954.

1726B

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[Kira_1234's solution](#)

955.

1717B

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Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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956.

1722D

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957.

1712C

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958.

1700B

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959.

1685A

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960.

1682B

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1670B

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962.

1673B

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963.

1672C

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1669F

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1669D

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967.

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · PyPy 3 (first AC) · Tags: data structures, math, sortings

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968.

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969.

1633C

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971.

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1616B

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1623B

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975.

1618C

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976.

1609B

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977.

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979.

1594B

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1575A

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1534B

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1523B

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25B

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985A

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1509B

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1511C

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991.

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992.

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355B

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994.

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1496B

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1492B

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1490C

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43B

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1000.

1117A

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1001.

227B

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1003.

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1463A

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1005.

270A

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366A

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858A

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1008.

1455C

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1009.

1038B

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1010.

1327A

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755B

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1435B

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Rating: 1100 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

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1013.

1058B

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1014.

1421B

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1015.

1428C

[ABBB](#) · [Tutorial](#)

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1016.

1426C

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1017.

1407A

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1018.

1409B

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Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: brute force, greedy, math
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1019.

988B

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Quality: 20,290 global accepts · Rating: 1100 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: sortings, strings
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1020.

1132A

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1021.

792A

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1401B

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1395B

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1166B

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1025.

1382B

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1026.

1173B

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1375A

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1028.

1221B

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1370B

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1030.

1366A

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1365A

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1032.

1288A

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1033.

1360C

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1034.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, math

[Kira_1234's solution](#)

1035.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · Python 3 (first AC) · Tags: constructive algorithms, strings

[Kira_1234's solution](#)

1036.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-04-17 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation

[Kira_1234's solution](#)

1037.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,972 global accepts · Rating: 1100 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: binary search, greedy, implementation, sortings

[Kira_1234's solution](#)

1038.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-12 · Python 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1039.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1040.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

1041.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-03-29 · Python 3 (first AC) · Tags: graphs, implementation

[Kira_1234's solution](#)

1042.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Kira_1234's solution](#)

1043.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: brute force, strings

[Kira_1234's solution](#)

1044.

2218E

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

Quality: 14,133 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Kira_1234's solution](#)

1045.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Kira_1234's solution](#)

1046.

2196A

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

Quality: 15,842 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Kira_1234's solution](#)

1047.

2189B

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

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1048.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Kira_1234's solution](#)

1049.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Kira_1234's solution](#)

1050.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

1051.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,312 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Kira_1234's solution](#)

1052.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1053.

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

[Kira_1234's solution](#)

1054.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Kira_1234's solution](#)

1055.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Kira_1234's solution](#)

1056.

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

[Kira_1234's solution](#)

1057.

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

[Kira_1234's solution](#)

1058.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Kira_1234's solution](#)

1059.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

1060.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,598 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1061.

2126D

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

Quality: 24,020 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

1062.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,893 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Kira_1234's solution](#)

1063.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,627 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1064.

2118B

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

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

[Kira_1234's solution](#)

1065.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,126 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Kira_1234's solution](#)

1066.

2117C

[Cool Partition](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1067.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

1068.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Kira_1234's solution](#)

1069.

2091D

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

Quality: 23,500 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Kira_1234's solution](#)

1070.

2085B

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

Quality: 17,103 global accepts · Rating: 1200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1071.

2065D

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

Quality: 20,632 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1072.

2062C

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

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

[Kira_1234's solution](#)

1073.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Kira_1234's solution](#)

1074.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,928 global accepts · Rating: 1200 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Kira_1234's solution](#)

1075.

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

[Kira_1234's solution](#)

1076.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Kira_1234's solution](#)

1077.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1078.

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

[Kira_1234's solution](#)

1079.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

1080.

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

[Kira_1234's solution](#)

1081.

2005B2

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

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Kira_1234's solution](#)

1082.

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

[Kira_1234's solution](#)

1083.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Kira_1234's solution](#)

1084.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1085.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Kira_1234's solution](#)

1086.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

1087.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

1088.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Kira_1234's solution](#)

1089.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Kira_1234's solution](#)

1090.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kira_1234's solution](#)

1091.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Kira_1234's solution](#)

1092.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Kira_1234's solution](#)

1093.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

1094.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

1095.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1096.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Kira_1234's solution](#)

1097.

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

[Kira_1234's solution](#)

1098.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Kira_1234's solution](#)

1099.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kira_1234's solution](#)

1100.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Kira_1234's solution](#)

1101.

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

[Kira_1234's solution](#)

1102.

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

[Kira_1234's solution](#)

1103.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Kira_1234's solution](#)

1104.

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

[Kira_1234's solution](#)

1105.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Kira_1234's solution](#)

1106.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Kira_1234's solution](#)

1107.

1846D

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

Quality: 22,451 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[Kira_1234's solution](#)

1108.

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

[Kira_1234's solution](#)

1109.

1843D

[Apple Tree](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1110.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Kira_1234's solution](#)

1111.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kira_1234's solution](#)

1112.

1822D

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

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1113.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Kira_1234's solution](#)

1114.

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

[Kira_1234's solution](#)

1115.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kira_1234's solution](#)

1116.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Kira_1234's solution](#)

1117.

1792B

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

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1118.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1119.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Kira_1234's solution](#)

1120.

1734C

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

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1121.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Kira_1234's solution](#)

1122.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1123.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1124.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

1125.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

1126.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Kira_1234's solution](#)

1127.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1128.

1738B

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

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

1129.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math,

sortings

[Kira_1234's solution](#)

1130.

1729D

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

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Kira_1234's solution](#)

1131.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1132.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Kira_1234's solution](#)

1133.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

1134.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

1135.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Kira_1234's solution](#)

1136.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Kira_1234's solution](#)

1137.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Kira_1234's solution](#)

1138.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1139.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Kira_1234's solution](#)

1140.

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[Kira_1234's solution](#)

1141.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kira_1234's solution](#)

1142.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1143.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Kira_1234's solution](#)

1144.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Kira_1234's solution](#)

1145.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Kira_1234's solution](#)

1146.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[Kira_1234's solution](#)

1147.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Kira_1234's solution](#)

1148.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

1149.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Kira_1234's solution](#)

1150.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Kira_1234's solution](#)

1151.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-07-20 · PyPy 3 (first AC) · Tags: constructive algorithms, games
[Kira_1234's solution](#)

1152.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[Kira_1234's solution](#)

1153.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Kira_1234's solution](#)

1154.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Kira_1234's solution](#)

1155.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings
[Kira_1234's solution](#)

1156.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-05 · PyPy 3 (first AC) · Tags: data structures, hashing, math
[Kira_1234's solution](#)

1157.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy
[Kira_1234's solution](#)

1158.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, strings
[Kira_1234's solution](#)

1159.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[Kira_1234's solution](#)

1160.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

1161.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1162.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · PyPy 3 (first AC) · Tags: geometry, greedy, sortings

[Kira_1234's solution](#)

1163.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Kira_1234's solution](#)

1164.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1165.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · PyPy 3 (first AC) · Tags: dp, implementation, math

[Kira_1234's solution](#)

1166.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2021-02-09 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1167.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2021-02-03 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

1168.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[Kira_1234's solution](#)

1169.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1170.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

1171.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2020-12-09 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1172.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1173.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: binary search, dp, implementation, two pointers

[Kira_1234's solution](#)

1174.

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-11-24 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1175.

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · last AC: 2020-11-18 · Python 3 (first AC) · Tags: brute force, graphs, greedy

[Kira_1234's solution](#)

1176.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · last AC: 2020-11-13 · Python 3 (first AC) · Tags: constructive algorithms, sortings

[Kira_1234's solution](#)

1177.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1178.

1437B

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

Quality: 20,856 global accepts · Rating: 1200 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1179.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

1180.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar

[Kira_1234's solution](#)

1181.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: graphs, implementation

[Kira_1234's solution](#)

1182.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2020-09-24 · PyPy 3 (first AC) · Tags: bitmasks, math

[Kira_1234's solution](#)

1183.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

1184.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kira_1234's solution](#)

1185.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

1186.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1187.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

1188.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1189.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Kira_1234's solution](#)

1190.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1191.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

1192.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Kira_1234's solution](#)

1193.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

1194.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: sortings

[Kira_1234's solution](#)

1195.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2020-08-03 · PyPy 3 (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

1196.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: games, greedy, implementation

[Kira_1234's solution](#)

1197.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[Kira_1234's solution](#)

1198.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,925 global accepts · Rating: 1200 · first AC: 2020-07-17 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

1199.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1200.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

1201.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

1202.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[Kira_1234's solution](#)

1203.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: brute force, data structures, number theory, two pointers

[Kira_1234's solution](#)

1204.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: sortings

[Kira_1234's solution](#)

1205.

1362B

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

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: bitmasks, brute force

[Kira_1234's solution](#)

1206.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2020-06-03 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1207.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1200 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[Kira_1234's solution](#)

1208.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Kira_1234's solution](#)

1209.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2020-05-22 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

1210.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-05-18 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1211.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Kira_1234's solution](#)

1212.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Kira_1234's solution](#)

1213.

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

1214.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1215.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

[Kira_1234's solution](#)**1216.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2020-03-30 · Python 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)**1217.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · last AC: 2020-03-26 · Python 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)**1218.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Kira_1234's solution](#)**1219.**

2211C1

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

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

[Kira_1234's solution](#)**1220.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kira_1234's solution](#)**1221.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,674 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kira_1234's solution](#)**1222.**

2194C

[Secret message](#) · [Tutorial](#)

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

[Kira_1234's solution](#)**1223.**

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)**1224.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[Kira_1234's solution](#)

1225.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kira_1234's solution](#)

1226.

2179D

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

Quality: 13,520 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kira_1234's solution](#)

1227.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[Kira_1234's solution](#)

1228.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1229.

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

[Kira_1234's solution](#)

1230.

2165A

[Cyclic Merging](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1231.

2172M

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

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Kira_1234's solution](#)

1232.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Kira_1234's solution](#)

1233.

2150A

[Incremental Path](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1234.

2146C

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

Quality: 13,313 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Kira_1234's solution](#)

1235.

2143C

[Max Tree](#) · [Tutorial](#)

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

[Kira_1234's solution](#)**1236.**

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Kira_1234's solution](#)**1237.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)**1238.**

2112C

[Coloring Game](#) · [Tutorial](#)

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

[Kira_1234's solution](#)**1239.**

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Kira_1234's solution](#)**1240.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)**1241.**

2108B

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

Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)**1242.**

2091E

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

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

[Kira_1234's solution](#)**1243.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)**1244.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Kira_1234's solution](#)

1245.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

1246.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kira_1234's solution](#)

1247.

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

[Kira_1234's solution](#)

1248.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

1249.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Kira_1234's solution](#)

1250.

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

1251.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 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

[Kira_1234's solution](#)

1252.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1253.

1999E

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

Quality: 23,625 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Kira_1234's solution](#)

1254.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1255.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kira_1234's solution](#)

1256.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Kira_1234's solution](#)

1257.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Kira_1234's solution](#)

1258.

1980C

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

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1259.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Kira_1234's solution](#)

1260.

1955C

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

Quality: 24,507 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

1261.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Kira_1234's solution](#)

1262.

1927D

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

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Kira_1234's solution](#)

1263.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Kira_1234's solution](#)

1264.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Kira_1234's solution](#)

1265.

1902C

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

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

[Kira_1234's solution](#)

1266.

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

[Kira_1234's solution](#)

1267.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

1268.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

1269.

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

[Kira_1234's solution](#)

1270.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Kira_1234's solution](#)

1271.

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

[Kira_1234's solution](#)

1272.

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

[Kira_1234's solution](#)

1273.

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

[Kira_1234's solution](#)

1274.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1275.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Kira_1234's solution](#)

1276.

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

[Kira_1234's solution](#)

1277.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Kira_1234's solution](#)

1278.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1279.

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

[Kira_1234's solution](#)

1280.

1826C

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

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

[Kira_1234's solution](#)

1281.

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

[Kira_1234's solution](#)

1282.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

1283.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1284.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kira_1234's solution](#)

1285.

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

[Kira_1234's solution](#)

1286.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Kira_1234's solution](#)

1287.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Kira_1234's solution](#)

1288.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Kira_1234's solution](#)

1289.

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

[Kira_1234's solution](#)

1290.

1778B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1291.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kira_1234's solution](#)

1292.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kira_1234's solution](#)

1293.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kira_1234's solution](#)

1294.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Kira_1234's solution](#)

1295.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Kira_1234's solution](#)

1296.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Kira_1234's solution](#)

1297.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kira_1234's solution](#)

1298.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

1299.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Kira_1234's solution](#)

1300.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Kira_1234's solution](#)

1301.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Kira_1234's solution](#)

1302.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Kira_1234's solution](#)

1303.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Kira_1234's solution](#)

1304.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

1305.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)

1306.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

1307.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

1308.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Kira_1234's solution](#)

1309.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Kira_1234's solution](#)

1310.

1660C

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

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Kira_1234's solution](#)

1311.

1647C

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

Quality: 13,334 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1312.

1650D

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

Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Kira_1234's solution](#)

1313.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[Kira_1234's solution](#)

1314.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Kira_1234's solution](#)

1315.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

1316.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Kira_1234's solution](#)

1317.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Kira_1234's solution](#)

1318.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1319.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Kira_1234's solution](#)

1320.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

1321.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1322.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Kira_1234's solution](#)

1323.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kira_1234's solution](#)

1324.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

1325.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Kira_1234's solution](#)

1326.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2020-05-10 · last AC: 2021-07-17 · PyPy 3 (first AC) · Tags: data structures, sortings, two pointers

[Kira_1234's solution](#)

1327.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kira_1234's solution](#)

1328.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2021-07-02 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

1329.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Kira_1234's solution](#)

1330.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-11 · last AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Kira_1234's solution](#)

1331.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

1332.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Kira_1234's solution](#)

1333.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2020-10-11 · last AC: 2021-03-01 · PyPy 3 (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

1334.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2020-10-11 · last AC: 2021-03-01 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1335.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Kira_1234's solution](#)

1336.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2021-02-03 · PyPy 3 (first AC) · Tags: geometry

[Kira_1234's solution](#)

1337.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, math

[Kira_1234's solution](#)

1338.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Kira_1234's solution](#)

1339.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: dp, greedy, strings

[Kira_1234's solution](#)

1340.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2020-12-24 · PyPy 3 (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

1341.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-12-18 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

1342.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

1343.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1344.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1300 · first AC: 2020-11-15 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

1345.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

1346.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Kira_1234's solution](#)

1347.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1300 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: dp, greedy, math, sortings

[Kira_1234's solution](#)

1348.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1349.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

1350.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

1351.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1352.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2020-10-14 · PyPy 3 (first AC) · Tags: brute force, dp, implementation

[Kira_1234's solution](#)

1353.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Kira_1234's solution](#)

1354.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

1355.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1356.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[Kira_1234's solution](#)

1357.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1358.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

1359.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Kira_1234's solution](#)

1360.

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1361.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2020-08-29 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[Kira_1234's solution](#)

1362.

1249B2

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

Quality: 18,397 global accepts · Rating: 1300 · first AC: 2020-08-29 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, math

[Kira_1234's solution](#)

1363.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2020-08-24 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1364.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Kira_1234's solution](#)

1365.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-08-12 · PyPy 3 (first AC) · Tags: geometry, greedy, math

[Kira_1234's solution](#)

1366.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-05-26 · last AC: 2020-08-06 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[Kira_1234's solution](#)

1367.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: dfs and similar, implementation, strings

[Kira_1234's solution](#)

1368.

1155C

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

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1369.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, strings

[Kira_1234's solution](#)

1370.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

1371.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

1372.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

1373.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

1374.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1375.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: greedy, two pointers

[Kira_1234's solution](#)

1376.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[Kira_1234's solution](#)

1377.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: math, two pointers

[Kira_1234's solution](#)

1378.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1379.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: dp, graphs, implementation, shortest paths

[Kira_1234's solution](#)

1380.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1381.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-05-11 · PyPy 3 (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

1382.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1383.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1384.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2020-04-18 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[Kira_1234's solution](#)

1385.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-04-17 · Python 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1386.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-04-17 · Python 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1387.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1300 · first AC: 2020-04-16 · Python 3 (first AC) · Tags: brute force, geometry, greedy, implementation

[Kira_1234's solution](#)

1388.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2020-04-16 · Python 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1389.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2020-04-15 · Python 3 (first AC) · Tags: data structures, implementation, math, two pointers

[Kira_1234's solution](#)

1390.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1300 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1391.

770B

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

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2020-03-30 · Python 3 (first AC) · Tags: *special, implementation, math

[Kira_1234's solution](#)

1392.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Kira_1234's solution](#)

1393.

2204D

[Alternating Path](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1394.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Kira_1234's solution](#)

1395.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Kira_1234's solution](#)

1396.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,072 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Kira_1234's solution](#)

1397.

2157C

[Maximum Array 2](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1398.

2171D

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

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

[Kira_1234's solution](#)

1399.

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

[Kira_1234's solution](#)

1400.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Kira_1234's solution](#)

1401.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

1402.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Kira_1234's solution](#)

1403.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Kira_1234's solution](#)

1404.

2132C2

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

Quality: 13,340 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Kira_1234's solution](#)

1405.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,128 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

1406.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Kira_1234's solution](#)

1407.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1408.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,026 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1409.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,908 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Kira_1234's solution](#)

1410.

2114E

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

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

1411.

2114D

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

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kira_1234's solution](#)

1412.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1413.

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

[Kira_1234's solution](#)

1414.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,067 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Kira_1234's solution](#)

1415.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Kira_1234's solution](#)

1416.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Kira_1234's solution](#)

1417.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Kira_1234's solution](#)

1418.

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

[Kira_1234's solution](#)

1419.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kira_1234's solution](#)

1420.

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

[Kira_1234's solution](#)

1421.

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

[Kira_1234's solution](#)

1422.

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

[Kira_1234's solution](#)

1423.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

1424.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

1425.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Kira_1234's solution](#)

1426.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1427.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Kira_1234's solution](#)

1428.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Kira_1234's solution](#)

1429.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

1430.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Kira_1234's solution](#)

1431.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Kira_1234's solution](#)

1432.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,581 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[Kira_1234's solution](#)

1433.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kira_1234's solution](#)

1434.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1435.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1436.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Kira_1234's solution](#)

1437.

1929C

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

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

[Kira_1234's solution](#)

1438.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Kira_1234's solution](#)

1439.

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

[Kira_1234's solution](#)

1440.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

1441.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Kira_1234's solution](#)

1442.

1914E1

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

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings
[Kira_1234's solution](#)

1443.

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
[Kira_1234's solution](#)

1444.

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
[Kira_1234's solution](#)

1445.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 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
[Kira_1234's solution](#)

1446.

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
[Kira_1234's solution](#)

1447.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Kira_1234's solution](#)

1448.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Kira_1234's solution](#)

1449.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Kira_1234's solution](#)

1450.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Kira_1234's solution](#)

1451.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Kira_1234's solution](#)

1452.

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
[Kira_1234's solution](#)

1453.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Kira_1234's solution](#)

1454.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Kira_1234's solution](#)

1455.

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
[Kira_1234's solution](#)

1456.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Kira_1234's solution](#)

1457.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Kira_1234's solution](#)

1458.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Kira_1234's solution](#)

1459.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Kira_1234's solution](#)

1460.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Kira_1234's solution](#)

1461.

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
[Kira_1234's solution](#)

1462.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

1463.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Kira_1234's solution](#)

1464.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1465.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Kira_1234's solution](#)

1466.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Kira_1234's solution](#)

1467.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kira_1234's solution](#)

1468.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Kira_1234's solution](#)

1469.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

1470.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1471.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Kira_1234's solution](#)

1472.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Kira_1234's solution](#)

1473.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Kira_1234's solution](#)

1474.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1475.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

1476.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Kira_1234's solution](#)

1477.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

1478.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

1479.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Kira_1234's solution](#)

1480.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Kira_1234's solution](#)

1481.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

1482.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Kira_1234's solution](#)

1483.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

1484.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Kira_1234's solution](#)

1485.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Kira_1234's solution](#)

1486.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Kira_1234's solution](#)

1487.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Kira_1234's solution](#)

1488.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,310 global accepts · Rating: 1400 · first AC: 2022-02-06 · PyPy 3 (first AC) · Tags: bitmasks, math

[Kira_1234's solution](#)

1489.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Kira_1234's solution](#)

1490.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Kira_1234's solution](#)

1491.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Kira_1234's solution](#)

1492.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Kira_1234's solution](#)

1493.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Kira_1234's solution](#)

1494.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kira_1234's solution](#)

1495.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Kira_1234's solution](#)

1496.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kira_1234's solution](#)

1497.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-04-17 · last AC: 2021-07-07 · Python 3 (first AC) · Tags: math

[Kira_1234's solution](#)

1498.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Kira_1234's solution](#)

1499.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-05-28 · PyPy 3 (first AC) · Tags: dp, math, number theory

[Kira_1234's solution](#)

1500.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1501.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kira_1234's solution](#)

1502.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms,

math

[Kira_1234's solution](#)

1503.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-05-29 · last AC: 2021-03-29 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Kira_1234's solution](#)

1504.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

[Kira_1234's solution](#)

1505.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Kira_1234's solution](#)

1506.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Kira_1234's solution](#)

1507.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2021-02-02 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

1508.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: combinatorics, graphs, math

[Kira_1234's solution](#)

1509.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-12-30 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[Kira_1234's solution](#)

1510.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

1511.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2020-12-18 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1512.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kira_1234's solution](#)

1513.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

1514.

228B

[Two Tables](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1400 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

1515.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Kira_1234's solution](#)

1516.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-06-18 · last AC: 2020-12-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

1517.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1518.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: binary search, geometry, math, ternary search

[Kira_1234's solution](#)

1519.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · PyPy 3 (first AC) · Tags: brute force, dp, implementation

[Kira_1234's solution](#)

1520.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Kira_1234's solution](#)

1521.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings

[Kira_1234's solution](#)

1522.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: binary search, greedy, sortings

[Kira_1234's solution](#)

1523.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Kira_1234's solution](#)

1524.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Kira_1234's solution](#)

1525.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

1526.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2020-10-09 · PyPy 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1527.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1528.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Kira_1234's solution](#)

1529.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · PyPy 3 (first AC) · Tags: interactive

[Kira_1234's solution](#)

1530.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: implementation, sortings

[Kira_1234's solution](#)

1531.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2020-08-24 · PyPy 3 (first AC) · Tags: greedy, sortings

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1532.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

1533.

1393B

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Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kira_1234's solution](#)

1534.

1285C

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Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-05-26 · last AC: 2020-08-06 · PyPy 3 (first AC) · Tags: brute force, math, number

theory

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1535.

978E

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Quality: 10,594 global accepts · Rating: 1400 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1536.

977D

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Quality: 20,529 global accepts · Rating: 1400 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: dfs and similar, math, sortings

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1537.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-08-03 · PyPy 3 (first AC) · Tags: implementation

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1538.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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1539.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

1540.

1375C

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Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy

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1541.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,101 global accepts · Rating: 1400 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: math, sortings, two pointers

[Kira_1234's solution](#)

1542.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · last AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Kira_1234's solution](#)

1543.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: games, math, number theory

[Kira_1234's solution](#)

1544.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kira_1234's solution](#)

1545.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,714 global accepts · Rating: 1400 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

1546.

1201C

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Quality: 33,259 global accepts · Rating: 1400 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings

[Kira_1234's solution](#)

1547.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,356 global accepts · Rating: 1400 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation

[Kira_1234's solution](#)

1548.

1245C

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

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: dp

[Kira_1234's solution](#)

1549.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

1550.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2020-05-22 · PyPy 3 (first AC) · Tags: dfs and similar, trees

[Kira_1234's solution](#)

1551.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1552.

1350B

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Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: dp, math, number theory

[Kira_1234's solution](#)

1553.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation, two pointers

[Kira_1234's solution](#)

1554.

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Kira_1234's solution](#)

1555.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-04-18 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1556.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-04-18 · PyPy 3 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Kira_1234's solution](#)

1557.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-04-18 · Python 3 (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

1558.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-04-16 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[Kira_1234's solution](#)

1559.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-14 · Python 3 (first AC) · Tags: data structures, sortings

[Kira_1234's solution](#)

1560.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2020-04-05 · Python 3 (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1561.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2020-04-03 · Python 3 (first AC) · Tags: *special, greedy, implementation

[Kira_1234's solution](#)

1562.

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

1563.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Kira_1234's solution](#)

1564.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-23 · Python 3 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Kira_1234's solution](#)

1565.

2218F

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

Quality: 7,308 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Kira_1234's solution](#)

1566.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1567.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Kira_1234's solution](#)

1568.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,560 global accepts · Rating: 1500 · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Kira_1234's solution](#)

1569.

2185E

[The Robotic Rush](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1570.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kira_1234's solution](#)

1571.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Kira_1234's solution](#)

1572.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Kira_1234's solution](#)

1573.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Kira_1234's solution](#)

1574.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Kira_1234's solution](#)

1575.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, implementation, sortings

[Kira_1234's solution](#)

1576.

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

[Kira_1234's solution](#)

1577.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Kira_1234's solution](#)

1578.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Kira_1234's solution](#)

1579.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Kira_1234's solution](#)

1580.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Kira_1234's solution](#)

1581.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Kira_1234's solution](#)

1582.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Kira_1234's solution](#)

1583.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,464 global accepts · Rating: 1500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Kira_1234's solution](#)

1584.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Kira_1234's solution](#)

1585.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Kira_1234's solution](#)

1586.

2075C

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

[Kira_1234's solution](#)

1587.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

1588.

2060E

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Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Kira_1234's solution](#)

1589.

2057C

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

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

[Kira_1234's solution](#)

1590.

2053C

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Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Kira_1234's solution](#)

1591.

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Kira_1234's solution](#)

1592.

1999G1

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Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

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1593.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1594.

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

[Kira_1234's solution](#)

1595.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Kira_1234's solution](#)

1596.

1985F

[Final Boss](#) · [Tutorial](#)

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[Kira_1234's solution](#)

1597.

1949B

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[Kira_1234's solution](#)

1598.

1924A

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Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Kira_1234's solution](#)

1599.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Kira_1234's solution](#)

1600.

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

[Kira_1234's solution](#)

1601.

1881E

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Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

1602.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Kira_1234's solution](#)

1603.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

1604.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Kira_1234's solution](#)

1605.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

1606.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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1607.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Kira_1234's solution](#)

1608.

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

[Kira_1234's solution](#)

1609.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[Kira_1234's solution](#)

1610.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1611.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

1612.

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

[Kira_1234's solution](#)

1613.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Kira_1234's solution](#)

1614.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

1615.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Kira_1234's solution](#)**1616.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Kira_1234's solution](#)**1617.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Kira_1234's solution](#)**1618.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Kira_1234's solution](#)**1619.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)**1620.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)**1621.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kira_1234's solution](#)**1622.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Kira_1234's solution](#)**1623.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Kira_1234's solution](#)**1624.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[Kira_1234's solution](#)

1625.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Kira_1234's solution](#)**1626.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)**1627.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Kira_1234's solution](#)**1628.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kira_1234's solution](#)**1629.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kira_1234's solution](#)**1630.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Kira_1234's solution](#)**1631.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Kira_1234's solution](#)**1632.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Kira_1234's solution](#)**1633.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Kira_1234's solution](#)**1634.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Kira_1234's solution](#)

1635.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kira_1234's solution](#)

1636.

1690E

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

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Kira_1234's solution](#)

1637.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Kira_1234's solution](#)

1638.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Kira_1234's solution](#)

1639.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,521 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Kira_1234's solution](#)

1640.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kira_1234's solution](#)

1641.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Kira_1234's solution](#)

1642.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Kira_1234's solution](#)

1643.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[Kira_1234's solution](#)

1644.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures,

strings

[Kira_1234's solution](#)

1645.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[Kira_1234's solution](#)

1646.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1647.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1648.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1649.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Kira_1234's solution](#)

1650.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[Kira_1234's solution](#)

1651.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Kira_1234's solution](#)

1652.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Kira_1234's solution](#)

1653.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Kira_1234's solution](#)

1654.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

1655.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kira_1234's solution](#)

1656.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

1657.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kira_1234's solution](#)

1658.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

1659.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: binary search, dp, math, number theory

[Kira_1234's solution](#)

1660.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Kira_1234's solution](#)

1661.

1526C1

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

Quality: 27,192 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Kira_1234's solution](#)

1662.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-26 · PyPy 3 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Kira_1234's solution](#)

1663.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2021-05-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1664.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Kira_1234's solution](#)

1665.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1666.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, math

[Kira_1234's solution](#)

1667.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,168 global accepts · Rating: 1500 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Kira_1234's solution](#)

1668.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Kira_1234's solution](#)

1669.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-18 · PyPy 3 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Kira_1234's solution](#)

1670.

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2021-02-16 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Kira_1234's solution](#)

1671.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2021-02-15 · PyPy 3 (first AC) · Tags: binary search, brute force, math, number theory

[Kira_1234's solution](#)

1672.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Kira_1234's solution](#)

1673.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[Kira_1234's solution](#)

1674.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,285 global accepts · Rating: 1500 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Kira_1234's solution](#)

1675.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1676.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Kira_1234's solution](#)

1677.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2020-12-16 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[Kira_1234's solution](#)

1678.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · PyPy 3 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Kira_1234's solution](#)

1679.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Kira_1234's solution](#)

1680.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: dp, math, probabilities

[Kira_1234's solution](#)

1681.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

1682.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · last AC: 2020-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1683.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-18 · last AC: 2020-12-06 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Kira_1234's solution](#)

1684.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2020-12-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1685.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

1686.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy

[Kira_1234's solution](#)

1687.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1688.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1689.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · PyPy 3 (first AC) · Tags: binary search, combinatorics

[Kira_1234's solution](#)

1690.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2020-10-23 · PyPy 3 (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

1691.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-10-13 · last AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[Kira_1234's solution](#)

1692.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-10-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

1693.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · PyPy 3 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Kira_1234's solution](#)

1694.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Kira_1234's solution](#)

1695.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Kira_1234's solution](#)

1696.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-07-29 · last AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Kira_1234's solution](#)

1697.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-09-22 · last AC: 2020-09-22 · PyPy 3 (first AC) · Tags: binary search, greedy, ternary search

[Kira_1234's solution](#)

1698.

1419D2

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

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Kira_1234's solution](#)

1699.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

1700.

1418C

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

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2020-09-14 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Kira_1234's solution](#)

1701.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2020-09-06 · PyPy 3 (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

1702.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1703.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings

[Kira_1234's solution](#)

1704.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-08-29 · PyPy 3 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Kira_1234's solution](#)

1705.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Kira_1234's solution](#)

1706.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

1707.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1708.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: combinatorics, dp, graphs, math

[Kira_1234's solution](#)

1709.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-08-09 · PyPy 3 (first AC) · Tags: brute force, sortings

[Kira_1234's solution](#)

1710.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kira_1234's solution](#)

1711.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-04-13 · last AC: 2020-08-05 · Python 3 (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

1712.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation

[Kira_1234's solution](#)

1713.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Kira_1234's solution](#)

1714.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Kira_1234's solution](#)

1715.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-08-02 · PyPy 3 (first AC) · Tags: brute force, data structures, implementation

[Kira_1234's solution](#)

1716.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,037 global accepts · Rating: 1500 · first AC: 2020-08-01 · PyPy 3 (first AC) · Tags: binary search, sortings, two pointers

[Kira_1234's solution](#)

1717.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Kira_1234's solution](#)

1718.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Kira_1234's solution](#)

1719.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Kira_1234's solution](#)

1720.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Kira_1234's solution](#)

1721.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1722.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1723.

1366C

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

Quality: 14,262 global accepts · Rating: 1500 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1724.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1725.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

1726.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

1727.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2020-05-10 · PyPy 3 (first AC) · Tags: brute force, dp, math

[Kira_1234's solution](#)

1728.

455A

[Boredom](#) · [Tutorial](#)

Quality: 72,000 global accepts · Rating: 1500 · first AC: 2020-05-10 · PyPy 3 (first AC) · Tags: dp

[Kira_1234's solution](#)

1729.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2020-05-10 · PyPy 3 (first AC) · Tags: binary search, dp, strings, two pointers

[Kira_1234's solution](#)

1730.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2020-05-10 · PyPy 3 (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

1731.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, math

[Kira_1234's solution](#)

1732.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: brute force, implementation, two pointers

[Kira_1234's solution](#)

1733.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1734.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-04-17 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[Kira_1234's solution](#)

1735.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-15 · Python 3 (first AC) · Tags: number theory

[Kira_1234's solution](#)

1736.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-15 · Python 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

1737.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

1738.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2020-04-10 · Python 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1739.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2020-04-10 · Python 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

1740.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Kira_1234's solution](#)

1741.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: binary search, greedy, math

[Kira_1234's solution](#)

1742.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,456 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Kira_1234's solution](#)

1743.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Kira_1234's solution](#)

1744.

2196B

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

Quality: 8,590 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Kira_1234's solution](#)

1745.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,861 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

1746.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

1747.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,506 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

1748.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Kira_1234's solution](#)

1749.

2157D

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

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

[Kira_1234's solution](#)

1750.

2171F

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

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

[Kira_1234's solution](#)

1751.

2172F

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

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Kira_1234's solution](#)

1752.

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

[Kira_1234's solution](#)

1753.

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

[Kira_1234's solution](#)

1754.

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

[Kira_1234's solution](#)

1755.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,829 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[Kira_1234's solution](#)

1756.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Kira_1234's solution](#)

1757.

2117E

[Lost Soul](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1758.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Kira_1234's solution](#)

1759.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,416 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1760.

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

[Kira_1234's solution](#)

1761.

2085C

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

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Kira_1234's solution](#)

1762.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Kira_1234's solution](#)

1763.

2065E

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

Quality: 11,976 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kira_1234's solution](#)

1764.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Kira_1234's solution](#)

1765.

2061D

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

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

[Kira_1234's solution](#)

1766.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1767.

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

[Kira_1234's solution](#)

1768.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Kira_1234's solution](#)

1769.

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

[Kira_1234's solution](#)

1770.

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

[Kira_1234's solution](#)

1771.

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

[Kira_1234's solution](#)

1772.

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

[Kira_1234's solution](#)

1773.

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

[Kira_1234's solution](#)

1774.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Kira_1234's solution](#)

1775.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Kira_1234's solution](#)

1776.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Kira_1234's solution](#)

1777.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

1778.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Kira_1234's solution](#)

1779.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy,

implementation, two pointers

[Kira_1234's solution](#)

1780.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1781.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1782.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Kira_1234's solution](#)

1783.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Kira_1234's solution](#)

1784.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Kira_1234's solution](#)

1785.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kira_1234's solution](#)

1786.

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

[Kira_1234's solution](#)

1787.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

1788.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Kira_1234's solution](#)

1789.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Kira_1234's solution](#)

1790.

1843E

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

Quality: 17,812 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

[Kira_1234's solution](#)

1791.

1840E

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

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Kira_1234's solution](#)

1792.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Kira_1234's solution](#)

1793.

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

[Kira_1234's solution](#)

1794.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Kira_1234's solution](#)

1795.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Kira_1234's solution](#)

1796.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

1797.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

1798.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kira_1234's solution](#)

1799.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kira_1234's solution](#)

1800.

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

[Kira_1234's solution](#)

1801.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1802.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Kira_1234's solution](#)

1803.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Kira_1234's solution](#)

1804.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Kira_1234's solution](#)

1805.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Kira_1234's solution](#)

1806.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

1807.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Kira_1234's solution](#)

1808.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1809.

1771C

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

Quality: 11,600 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

1810.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Kira_1234's solution](#)

1811.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Kira_1234's solution](#)

1812.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1813.

1741E

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

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

1814.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Kira_1234's solution](#)

1815.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, two pointers

[Kira_1234's solution](#)

1816.

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Kira_1234's solution](#)

1817.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2022-08-06 · PyPy 3 (first AC) · Tags: binary search, interactive

[Kira_1234's solution](#)

1818.

1714D

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

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Kira_1234's solution](#)

1819.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

1820.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Kira_1234's solution](#)

1821.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Kira_1234's solution](#)

1822.

1660E

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

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

1823.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Kira_1234's solution](#)

1824.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Kira_1234's solution](#)

1825.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

1826.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Kira_1234's solution](#)

1827.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Kira_1234's solution](#)

1828.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

1829.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Kira_1234's solution](#)

1830.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Kira_1234's solution](#)

1831.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Kira_1234's solution](#)

1832.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

1833.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kira_1234's solution](#)

1834.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

1835.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

1836.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

1837.

1593E

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

Quality: 14,730 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Kira_1234's solution](#)

1838.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kira_1234's solution](#)

1839.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Kira_1234's solution](#)

1840.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1841.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Kira_1234's solution](#)

1842.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Kira_1234's solution](#)

1843.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Kira_1234's solution](#)

1844.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

1845.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Kira_1234's solution](#)

1846.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · last AC: 2021-05-06 · PyPy 3 (first AC) · Tags: binary search, interactive

[Kira_1234's solution](#)

1847.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Kira_1234's solution](#)

1848.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Kira_1234's solution](#)

1849.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

1850.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Kira_1234's solution](#)

1851.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-02 · PyPy 3 (first AC) · Tags: math, number theory, sortings
[Kira_1234's solution](#)

1852.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

1853.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2021-03-16 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, math
[Kira_1234's solution](#)

1854.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[Kira_1234's solution](#)

1855.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: dp, graphs, greedy
[Kira_1234's solution](#)

1856.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2021-01-25 · PyPy 3 (first AC) · Tags: combinatorics, math, sortings
[Kira_1234's solution](#)

1857.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-29 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, two pointers
[Kira_1234's solution](#)

1858.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Kira_1234's solution](#)

1859.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2020-12-19 · PyPy 3 (first AC) · Tags: math, number theory
[Kira_1234's solution](#)

1860.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2020-12-13 · PyPy 3 (first AC) · Tags: dp, two pointers
[Kira_1234's solution](#)

1861.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[Kira_1234's solution](#)

1862.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, greedy, strings
[Kira_1234's solution](#)

1863.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[Kira_1234's solution](#)

1864.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2020-12-11 · PyPy 3 (first AC) · Tags: binary search, sortings
[Kira_1234's solution](#)

1865.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[Kira_1234's solution](#)

1866.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · PyPy 3 (first AC) · Tags: combinatorics, dp, math
[Kira_1234's solution](#)

1867.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · last AC: 2020-11-18 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[Kira_1234's solution](#)

1868.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Kira_1234's solution](#)

1869.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers
[Kira_1234's solution](#)

1870.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: greedy, math
[Kira_1234's solution](#)

1871.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: graphs, greedy, shortest paths, trees

[Kira_1234's solution](#)

1872.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy

[Kira_1234's solution](#)

1873.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2020-10-23 · PyPy 3 (first AC) · Tags: brute force, math, sortings

[Kira_1234's solution](#)

1874.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Kira_1234's solution](#)

1875.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

1876.

1424J

[Lonely Numbers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kira_1234's solution](#)

1877.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · last AC: 2020-10-01 · PyPy 3 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Kira_1234's solution](#)

1878.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Kira_1234's solution](#)

1879.

1003D

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

Quality: 8,563 global accepts · Rating: 1600 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kira_1234's solution](#)

1880.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

1881.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-14 · PyPy 3 (first AC) · Tags: data structures, dp, math

[Kira_1234's solution](#)

1882.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Kira_1234's solution](#)

1883.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[Kira_1234's solution](#)

1884.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[Kira_1234's solution](#)

1885.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-08-04 · last AC: 2020-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math
[Kira_1234's solution](#)

1886.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: brute force, dp, greedy
[Kira_1234's solution](#)

1887.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2020-07-29 · PyPy 3 (first AC) · Tags: data structures, expression parsing, implementation
[Kira_1234's solution](#)

1888.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation
[Kira_1234's solution](#)

1889.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings
[Kira_1234's solution](#)

1890.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy
[Kira_1234's solution](#)

1891.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,087 global accepts · Rating: 1600 · first AC: 2020-06-01 · Python 3 (first AC) · Tags: games, trees
[Kira_1234's solution](#)

1892.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: math

[Kira_1234's solution](#)

1893.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Kira_1234's solution](#)

1894.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1895.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2020-05-10 · PyPy 3 (first AC) · Tags: dp, strings

[Kira_1234's solution](#)

1896.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1897.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: math, sortings

[Kira_1234's solution](#)

1898.

1348C

[Phoenix and Distribution](#) · [Tutorial](#)

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kira_1234's solution](#)

1899.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

1900.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-04-17 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, implementation

[Kira_1234's solution](#)

1901.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2020-04-16 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[Kira_1234's solution](#)

1902.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-04-14 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Kira_1234's solution](#)

1903.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2020-04-03 · Python 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

1904.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2020-03-30 · Python 3 (first AC) · Tags: combinatorics, dp, math, probabilities

[Kira_1234's solution](#)

1905.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2020-03-29 · Python 3 (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

1906.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Kira_1234's solution](#)

1907.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Kira_1234's solution](#)

1908.

2201B

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

Quality: 4,963 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

1909.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kira_1234's solution](#)

1910.

2185F

[BattleCows](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1911.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2026-01-08 · last AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Kira_1234's solution](#)

1912.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

1913.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Kira_1234's solution](#)

1914.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

1915.

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Kira_1234's solution](#)

1916.

2150B

[Grid Counting](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1917.

2147D

[Game on Array](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

1918.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Kira_1234's solution](#)

1919.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Kira_1234's solution](#)

1920.

2124D

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

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Kira_1234's solution](#)

1921.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Kira_1234's solution](#)

1922.

2112D

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

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1923.

2113C

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1924.

2110D

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1925.

2109C2

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1926.

2096C

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1927.

2094G

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1928.

2065G

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Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

1929.

2065F

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1930.

1931F

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1931.

2053D

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1932.

2044G1

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1933.

2041D

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1934.

2039D

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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

[Kira_1234's solution](#)

1935.

2029C

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Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

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1936.

2023B

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Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

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1937.

2018C

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Quality: 9,648 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

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1938.

1999G2

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Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

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1939.

1995B2

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

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1940.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

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1941.

1983D

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Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

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1942.

1982D

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Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Kira_1234's solution](#)

1943.

1986E

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Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

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1944.

1984C2

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Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

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1945.

1975D

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

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1946.

1969C

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

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

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1947.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kira_1234's solution](#)

1948.

1906M

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Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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1949.

1202B

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Quality: 4,844 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, shortest paths

[Kira_1234's solution](#)

1950.

1930C

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1951.

1916D

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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

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1952.

1903D1

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Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

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1953.

1896D

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Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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1954.

1901D

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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

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1955.

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

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1956.

1893B

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Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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1957.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

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1958.

1884C

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1959.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 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

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1960.

1879D

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Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

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1961.

1849D

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Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

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1962.

1868B1

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Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

graphs, greedy, implementation, math

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1963.

1864D

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Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Kira_1234's solution](#)

1964.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

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1965.

1835A

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1966.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

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1967.

1829H

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Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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1968.

1826D

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Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

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1969.

1822G1

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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

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1970.

1822F

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1971.

1814B

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Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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1972.

1810D

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Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

1973.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

1974.

1807F

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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

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1975.

1799C

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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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1976.

1776F

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1977.

1699C

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1978.

1792D

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1979.

1777C

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1980.

1783C

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1981.

1779D

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1982.

1770C

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Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Kira_1234's solution](#)

1983.

1731D

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1984.

1731C

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[Kira_1234's solution](#)

1985.

1772E

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1986.

1765D

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1987.

1760G

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Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

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1988.

1706D1

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Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

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1989.

1743D

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Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

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1990.

1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

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1991.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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1992.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Kira_1234's solution](#)

1993.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[Kira_1234's solution](#)**1994.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Kira_1234's solution](#)**1995.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Kira_1234's solution](#)**1996.**

1700C

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Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kira_1234's solution](#)**1997.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Kira_1234's solution](#)**1998.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)**1999.**

1690F

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Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[Kira_1234's solution](#)**2000.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Kira_1234's solution](#)**2001.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)**2002.**

1677B

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Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Kira_1234's solution](#)

2003.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Kira_1234's solution](#)

2004.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Kira_1234's solution](#)

2005.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Kira_1234's solution](#)

2006.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Kira_1234's solution](#)

2007.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

2008.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Kira_1234's solution](#)

2009.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Kira_1234's solution](#)

2010.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Kira_1234's solution](#)

2011.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Kira_1234's solution](#)

2012.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

2013.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[Kira_1234's solution](#)

2014.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

2015.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Kira_1234's solution](#)

2016.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Kira_1234's solution](#)

2017.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Kira_1234's solution](#)

2018.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Kira_1234's solution](#)

2019.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

2020.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Kira_1234's solution](#)

2021.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

2022.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Kira_1234's solution](#)

2023.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[Kira_1234's solution](#)

2024.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · PyPy 3 (first AC) · Tags: constructive algorithms, math
[Kira_1234's solution](#)

2025.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[Kira_1234's solution](#)

2026.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[Kira_1234's solution](#)

2027.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-17 · PyPy 3 (first AC) · Tags: binary search, math
[Kira_1234's solution](#)

2028.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[Kira_1234's solution](#)

2029.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Kira_1234's solution](#)

2030.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Kira_1234's solution](#)

2031.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-06-22 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[Kira_1234's solution](#)

2032.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[Kira_1234's solution](#)

2033.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-17 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

2034.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

2035.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

2036.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2021-05-11 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[Kira_1234's solution](#)

2037.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[Kira_1234's solution](#)

2038.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · PyPy 3 (first AC) · Tags: constructive algorithms, games, interactive

[Kira_1234's solution](#)

2039.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Kira_1234's solution](#)

2040.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[Kira_1234's solution](#)

2041.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Kira_1234's solution](#)

2042.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · PyPy 3 (first AC) · Tags: binary search, interactive, ternary search

[Kira_1234's solution](#)

2043.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kira_1234's solution](#)

2044.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2021-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

2045.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Kira_1234's solution](#)

2046.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Kira_1234's solution](#)

2047.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1700 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

2048.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Kira_1234's solution](#)

2049.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[Kira_1234's solution](#)

2050.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

2051.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Kira_1234's solution](#)

2052.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-29 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Kira_1234's solution](#)

2053.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Kira_1234's solution](#)

2054.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[Kira_1234's solution](#)

2055.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kira_1234's solution](#)

2056.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2020-12-24 · PyPy 3 (first AC) · Tags: binary search, data structures, dp

[Kira_1234's solution](#)

2057.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Kira_1234's solution](#)

2058.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Kira_1234's solution](#)

2059.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Kira_1234's solution](#)

2060.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · PyPy 3 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Kira_1234's solution](#)

2061.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2020-12-10 · last AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[Kira_1234's solution](#)

2062.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Kira_1234's solution](#)

2063.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · last AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

2064.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

2065.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

2066.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[Kira_1234's solution](#)

2067.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force

[Kira_1234's solution](#)

2068.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, schedules

[Kira_1234's solution](#)

2069.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-12 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kira_1234's solution](#)

2070.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-10-11 · PyPy 3 (first AC) · Tags: games, math

[Kira_1234's solution](#)

2071.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

2072.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-09-22 · PyPy 3 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Kira_1234's solution](#)

2073.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Kira_1234's solution](#)

2074.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: brute force, graphs

[Kira_1234's solution](#)

2075.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

2076.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

2077.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Kira_1234's solution](#)

2078.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

2079.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kira_1234's solution](#)

2080.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

2081.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2020-08-04 · PyPy 3 (first AC) · Tags: dp

[Kira_1234's solution](#)

2082.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-30 · PyPy 3 (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

2083.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Kira_1234's solution](#)

2084.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-21 · last AC: 2020-07-21 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Kira_1234's solution](#)

2085.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 1700 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Kira_1234's solution](#)

2086.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[Kira_1234's solution](#)

2087.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: games, greedy, math

[Kira_1234's solution](#)

2088.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Kira_1234's solution](#)

2089.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Kira_1234's solution](#)

2090.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

2091.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

2092.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

2093.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

2094.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: brute force, combinatorics, dp, math

[Kira_1234's solution](#)

2095.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, two pointers

[Kira_1234's solution](#)

2096.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-04-18 · Python 3 (first AC) · Tags: combinatorics, math, probabilities

[Kira_1234's solution](#)

2097.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-04-17 · Python 3 (first AC) · Tags: math, strings

[Kira_1234's solution](#)

2098.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Kira_1234's solution](#)

2099.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-04-14 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2100.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · last AC: 2020-04-14 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Kira_1234's solution](#)

2101.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2020-04-12 · Python 3 (first AC) · Tags: binary search, two pointers

[Kira_1234's solution](#)

2102.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2020-04-10 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory

[Kira_1234's solution](#)

2103.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · Python 3 (first AC) · Tags: binary search, data structures, implementation, two pointers

[Kira_1234's solution](#)

2104.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 1700 · first AC: 2020-04-06 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

2105.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-01 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[Kira_1234's solution](#)

2106.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2020-03-31 · Python 3 (first AC) · Tags: combinatorics, greedy, sortings

[Kira_1234's solution](#)

2107.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2020-03-30 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

2108.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,637 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

2109.

2211C2

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

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

[Kira_1234's solution](#)

2110.

2204E

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

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

[Kira_1234's solution](#)

2111.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Kira_1234's solution](#)

2112.

2187B

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

Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Kira_1234's solution](#)

2113.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kira_1234's solution](#)

2114.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,312 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Kira_1234's solution](#)

2115.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,774 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Kira_1234's solution](#)

2116.

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Kira_1234's solution](#)

2117.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Kira_1234's solution](#)

2118.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,427 global accepts · Rating: 1800 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kira_1234's solution](#)

2119.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Kira_1234's solution](#)

2120.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

2121.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Kira_1234's solution](#)

2122.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

2123.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Kira_1234's solution](#)

2124.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Kira_1234's solution](#)

2125.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Kira_1234's solution](#)

2126.

2117F

[Wildflower](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

2127.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Kira_1234's solution](#)

2128.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Kira_1234's solution](#)

2129.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Kira_1234's solution](#)

2130.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Kira_1234's solution](#)

2131.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Kira_1234's solution](#)

2132.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Kira_1234's solution](#)

2133.

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

[Kira_1234's solution](#)

2134.

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

[Kira_1234's solution](#)

2135.

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

[Kira_1234's solution](#)

2136.

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

[Kira_1234's solution](#)

2137.

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Kira_1234's solution](#)

2138.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

2139.

2025D

[Attribute Checks](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

2140.

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

[Kira_1234's solution](#)

2141.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Kira_1234's solution](#)

2142.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Kira_1234's solution](#)

2143.

1995C

[Squaring](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

2144.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Kira_1234's solution](#)

2145.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

2146.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Kira_1234's solution](#)

2147.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Kira_1234's solution](#)

2148.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Kira_1234's solution](#)

2149.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Kira_1234's solution](#)

2150.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Kira_1234's solution](#)

2151.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Kira_1234's solution](#)

2152.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Kira_1234's solution](#)

2153.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Kira_1234's solution](#)

2154.

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

[Kira_1234's solution](#)

2155.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

2156.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Kira_1234's solution](#)

2157.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Kira_1234's solution](#)

2158.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Kira_1234's solution](#)

2159.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

2160.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, interactive

[Kira_1234's solution](#)

2161.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Kira_1234's solution](#)

2162.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Kira_1234's solution](#)

2163.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

2164.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Kira_1234's solution](#)

2165.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Kira_1234's solution](#)

2166.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Kira_1234's solution](#)

2167.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Kira_1234's solution](#)

2168.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2169.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

2170.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Kira_1234's solution](#)

2171.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Kira_1234's solution](#)

2172.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kira_1234's solution](#)

2173.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Kira_1234's solution](#)

2174.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Kira_1234's solution](#)

2175.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kira_1234's solution](#)

2176.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, strings

[Kira_1234's solution](#)

2177.

1758D

[Range = " Sum](#)[Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Kira_1234's solution](#)

2178.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[Kira_1234's solution](#)

2179.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

2180.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

2181.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Kira_1234's solution](#)

2182.

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Kira_1234's solution](#)

2183.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Kira_1234's solution](#)

2184.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[Kira_1234's solution](#)

2185.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Kira_1234's solution](#)

2186.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Kira_1234's solution](#)

2187.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

2188.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Kira_1234's solution](#)

2189.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

2190.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Kira_1234's solution](#)

2191.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Kira_1234's solution](#)

2192.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Kira_1234's solution](#)

2193.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Kira_1234's solution](#)

2194.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Kira_1234's solution](#)

2195.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Kira_1234's solution](#)

2196.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Kira_1234's solution](#)

2197.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Kira_1234's solution](#)

2198.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Kira_1234's solution](#)

2199.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Kira_1234's solution](#)

2200.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Kira_1234's solution](#)

2201.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Kira_1234's solution](#)

2202.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Kira_1234's solution](#)

2203.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Kira_1234's solution](#)

2204.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Kira_1234's solution](#)

2205.

1560E

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Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Kira_1234's solution](#)

2206.

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

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2207.

1575D

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2208.

1556D

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Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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2209.

1556C

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[Kira_1234's solution](#)

2210.

1554D

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Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

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2211.

1554C

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Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Kira_1234's solution](#)

2212.

1552D

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[Kira_1234's solution](#)

2213.

1552C

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2214.

1402A

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2215.

1517D

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2216.

1327E

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2217.

1534D

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Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Kira_1234's solution](#)

2218.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Kira_1234's solution](#)

2219.

1525D

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Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[Kira_1234's solution](#)

2220.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Kira_1234's solution](#)

2221.

1509E

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Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Kira_1234's solution](#)

2222.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

2223.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-03-29 · last AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

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2224.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

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2225.

1475D

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Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Kira_1234's solution](#)

2226.

1466E

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Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Kira_1234's solution](#)

2227.

1468J

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Quality: 5,910 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Kira_1234's solution](#)

2228.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

2229.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Kira_1234's solution](#)

2230.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2020-12-24 · PyPy 3 (first AC) · Tags: *special, probabilities

[Kira_1234's solution](#)

2231.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Kira_1234's solution](#)

2232.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · PyPy 3 (first AC) · Tags: implementation

[Kira_1234's solution](#)

2233.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2020-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

2234.

1462F

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Quality: 8,539 global accepts · Rating: 1800 · first AC: 2020-12-15 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy

[Kira_1234's solution](#)

2235.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2020-12-13 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs

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2236.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2020-12-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math

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2237.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Kira_1234's solution](#)

2238.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Kira_1234's solution](#)

2239.

1339D

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Rating: 1800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[Kira_1234's solution](#)

2240.

1252H

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Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-11-12 · PyPy 3 (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

2241.

1443F

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Rating: 1800 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[Kira_1234's solution](#)

2242.

1443D

[Extreme Subtraction](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · PyPy 3 (first AC) · Tags: dp, greedy, math

[Kira_1234's solution](#)

2243.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Kira_1234's solution](#)

2244.

1058D

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: geometry

[Kira_1234's solution](#)

2245.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2020-10-16 · PyPy 3 (first AC) · Tags: binary search, sortings

[Kira_1234's solution](#)

2246.

220B

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Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-10-16 · last AC: 2020-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, data structures

[Kira_1234's solution](#)

2247.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-10-13 · last AC: 2020-10-13 · PyPy 3 (first AC) · Tags: graphs, greedy, shortest paths

[Kira_1234's solution](#)

2248.

1426E

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Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Kira_1234's solution](#)

2249.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[Kira_1234's solution](#)

2250.

1409E

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Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · PyPy 3 (first AC) · Tags: binary search, dp, sortings, two pointers

[Kira_1234's solution](#)

2251.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

2252.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · PyPy 3 (first AC) · Tags: brute force, games, greedy, implementation

[Kira_1234's solution](#)

2253.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Kira_1234's solution](#)

2254.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Kira_1234's solution](#)

2255.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-12 · last AC: 2020-08-13 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, sortings

[Kira_1234's solution](#)

2256.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-10 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2257.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

2258.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

2259.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Kira_1234's solution](#)

2260.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

2261.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

2262.

1367D

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Quality: 8,817 global accepts · Rating: 1800 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kira_1234's solution](#)

2263.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: geometry

[Kira_1234's solution](#)

2264.

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-02 · PyPy 3 (first AC) · Tags: geometry

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2265.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: binary search, implementation, math, two pointers

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2266.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-04-17 · Python 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

2267.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-04-16 · PyPy 3 (first AC) · Tags: greedy, sortings, two pointers

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2268.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, two pointers
[Kira_1234's solution](#)

2269.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings
[Kira_1234's solution](#)

2270.

1328D

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Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math
[Kira_1234's solution](#)

2271.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[Kira_1234's solution](#)

2272.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[Kira_1234's solution](#)

2273.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[Kira_1234's solution](#)

2274.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[Kira_1234's solution](#)

2275.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Kira_1234's solution](#)

2276.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[Kira_1234's solution](#)

2277.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
[Kira_1234's solution](#)

2278.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Kira_1234's solution](#)

2279.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Kira_1234's solution](#)

2280.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kira_1234's solution](#)

2281.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Kira_1234's solution](#)

2282.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Kira_1234's solution](#)

2283.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Kira_1234's solution](#)

2284.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Kira_1234's solution](#)

2285.

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

[Kira_1234's solution](#)

2286.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Kira_1234's solution](#)

2287.

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

[Kira_1234's solution](#)

2288.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Kira_1234's solution](#)

2289.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Kira_1234's solution](#)

2290.

2117G

[Omg Graph](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

2291.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Kira_1234's solution](#)

2292.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Kira_1234's solution](#)

2293.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Kira_1234's solution](#)

2294.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Kira_1234's solution](#)

2295.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Kira_1234's solution](#)

2296.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Kira_1234's solution](#)

2297.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Kira_1234's solution](#)

2298.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Kira_1234's solution](#)

2299.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,935 global accepts · Rating: 1900 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

2300.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Kira_1234's solution](#)

2301.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Kira_1234's solution](#)

2302.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Kira_1234's solution](#)

2303.

2044G2

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

Quality: 3,828 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

[Kira_1234's solution](#)

2304.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Kira_1234's solution](#)

2305.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Kira_1234's solution](#)

2306.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

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2307.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Kira_1234's solution](#)

2308.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Kira_1234's solution](#)

2309.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Kira_1234's solution](#)

2310.

2014H

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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

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2311.

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

[Kira_1234's solution](#)

2312.

1998C

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2313.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

2314.

1991D

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

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

[Kira_1234's solution](#)

2315.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Kira_1234's solution](#)

2316.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs,

greedy, math, number theory, trees

[Kira_1234's solution](#)

2317.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Kira_1234's solution](#)

2318.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Kira_1234's solution](#)

2319.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kira_1234's solution](#)

2320.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Kira_1234's solution](#)

2321.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Kira_1234's solution](#)

2322.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Kira_1234's solution](#)

2323.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Kira_1234's solution](#)

2324.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Kira_1234's solution](#)

2325.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Kira_1234's solution](#)

2326.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Kira_1234's solution](#)

2327.

1906E

[Merge Not Sort](#) · Tutorial

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[Kira_1234's solution](#)

2328.

1932F

[Feed Cats](#) · Tutorial

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Kira_1234's solution](#)

2329.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Kira_1234's solution](#)

2330.

1927F

[Microcycle](#) · Tutorial

Quality: 5,392 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

[Kira_1234's solution](#)

2331.

1918D

[Blocking Elements](#) · Tutorial

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Kira_1234's solution](#)

2332.

1909D

[Split Plus K](#) · Tutorial

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

2333.

1914F

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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

[Kira_1234's solution](#)

2334.

1902E

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Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Kira_1234's solution](#)

2335.

1902D

[Robot Queries](#) · Tutorial

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Kira_1234's solution](#)

2336.

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

[Kira_1234's solution](#)

2337.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Kira_1234's solution](#)

2338.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Kira_1234's solution](#)

2339.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

2340.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

2341.

1866C

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Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Kira_1234's solution](#)

2342.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Kira_1234's solution](#)

2343.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Kira_1234's solution](#)

2344.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kira_1234's solution](#)

2345.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Kira_1234's solution](#)

2346.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy,

implementation, sortings

[Kira_1234's solution](#)

2347.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Kira_1234's solution](#)

2348.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Kira_1234's solution](#)

2349.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Kira_1234's solution](#)

2350.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Kira_1234's solution](#)

2351.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Kira_1234's solution](#)

2352.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Kira_1234's solution](#)

2353.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Kira_1234's solution](#)

2354.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

2355.

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Kira_1234's solution](#)

2356.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

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2357.

1774E

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Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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2358.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

2359.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

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2360.

1759G

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Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Kira_1234's solution](#)

2361.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Kira_1234's solution](#)

2362.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Kira_1234's solution](#)

2363.

1749D

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Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Kira_1234's solution](#)

2364.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Kira_1234's solution](#)

2365.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

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2366.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

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2367.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[Kira_1234's solution](#)

2368.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Kira_1234's solution](#)

2369.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Kira_1234's solution](#)

2370.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math

[Kira_1234's solution](#)

2371.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,089 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Kira_1234's solution](#)

2372.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · last AC: 2022-08-06 · PyPy 3 (first AC) · Tags: binary search, interactive

[Kira_1234's solution](#)

2373.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Kira_1234's solution](#)

2374.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Kira_1234's solution](#)

2375.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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2376.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2022-04-29 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

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2377.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kira_1234's solution](#)

2378.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Kira_1234's solution](#)

2379.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Kira_1234's solution](#)

2380.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-04-26 · last AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Kira_1234's solution](#)

2381.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Kira_1234's solution](#)

2382.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Kira_1234's solution](#)

2383.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Kira_1234's solution](#)

2384.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Kira_1234's solution](#)

2385.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, divide and conquer, greedy, shortest paths

[Kira_1234's solution](#)

2386.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Kira_1234's solution](#)

2387.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Kira_1234's solution](#)

2388.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · last AC: 2022-05-21 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

2389.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2021-07-19 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Kira_1234's solution](#)

2390.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · last AC: 2022-05-21 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

[Kira_1234's solution](#)

2391.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · last AC: 2022-05-21 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Kira_1234's solution](#)

2392.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · last AC: 2022-05-21 · PyPy 3 (first AC) · Tags: dp, graphs, greedy, math, trees

[Kira_1234's solution](#)

2393.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-17 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Kira_1234's solution](#)

2394.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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2395.

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

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2396.

1220D

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2397.

1328E

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Quality: 11,724 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

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2398.

1679D

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Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

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2399.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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2400.

1673D

[Lost Arithmetic Progression · Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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2401.

1260D

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Quality: 4,194 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Kira_1234's solution](#)

2402.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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2403.

1157D

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Quality: 3,993 global accepts · Rating: 1900 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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2404.

1214D

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2405.

1659D

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Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Kira_1234's solution](#)

2406.

1661D

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

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

2407.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

2408.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Kira_1234's solution](#)

2409.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Kira_1234's solution](#)

2410.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Kira_1234's solution](#)

2411.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Kira_1234's solution](#)

2412.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Kira_1234's solution](#)

2413.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

2414.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Kira_1234's solution](#)

2415.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Kira_1234's solution](#)

2416.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Kira_1234's solution](#)

2417.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Kira_1234's solution](#)

2418.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

2419.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Kira_1234's solution](#)

2420.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[Kira_1234's solution](#)

2421.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[Kira_1234's solution](#)

2422.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Kira_1234's solution](#)

2423.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Kira_1234's solution](#)

2424.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

2425.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Kira_1234's solution](#)

2426.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Kira_1234's solution](#)

2427.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Kira_1234's solution](#)

2428.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2021-07-20 · PyPy 3 (first AC) · Tags: constructive algorithms, games

[Kira_1234's solution](#)

2429.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Kira_1234's solution](#)

2430.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Kira_1234's solution](#)

2431.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,670 global accepts · Rating: 1900 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Kira_1234's solution](#)

2432.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

2433.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Kira_1234's solution](#)

2434.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · last AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Kira_1234's solution](#)

2435.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Kira_1234's solution](#)

2436.

1509D

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

Rating: 1900 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Kira_1234's solution](#)

2437.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-10 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation

[Kira_1234's solution](#)

2438.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, math

[Kira_1234's solution](#)

2439.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games

[Kira_1234's solution](#)

2440.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kira_1234's solution](#)

2441.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,187 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[Kira_1234's solution](#)

2442.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Kira_1234's solution](#)

2443.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2021-02-04 · last AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math

[Kira_1234's solution](#)

2444.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2021-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[Kira_1234's solution](#)

2445.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: binary search

[Kira_1234's solution](#)

2446.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

2447.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[Kira_1234's solution](#)

2448.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Kira_1234's solution](#)

2449.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2450.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Kira_1234's solution](#)

2451.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Kira_1234's solution](#)

2452.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Kira_1234's solution](#)

2453.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[Kira_1234's solution](#)

2454.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

2455.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Kira_1234's solution](#)

2456.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-12-09 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Kira_1234's solution](#)

2457.

63D

[Dividing Island](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 1900 · first AC: 2020-12-09 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

2458.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy

[Kira_1234's solution](#)

2459.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2460.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Kira_1234's solution](#)

2461.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-18 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Kira_1234's solution](#)

2462.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Kira_1234's solution](#)

2463.

215D

[Hot Days](#) · [Tutorial](#)

Quality: 1,691 global accepts · Rating: 1900 · first AC: 2020-10-27 · PyPy 3 (first AC) · Tags: greedy

[Kira_1234's solution](#)

2464.

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Kira_1234's solution](#)

2465.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2020-10-26 · PyPy 3 (first AC) · Tags: binary search, brute force, math

[Kira_1234's solution](#)

2466.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[Kira_1234's solution](#)

2467.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Kira_1234's solution](#)

2468.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-10-25 · last AC: 2020-10-25 · PyPy 3 (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

2469.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Kira_1234's solution](#)

2470.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Kira_1234's solution](#)

2471.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Kira_1234's solution](#)

2472.

1424B

[Valuable Paper](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings

[Kira_1234's solution](#)

2473.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Kira_1234's solution](#)

2474.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1900 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: data structures, greedy, implementation

[Kira_1234's solution](#)

2475.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy
[Kira_1234's solution](#)

2476.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[Kira_1234's solution](#)

2477.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[Kira_1234's solution](#)

2478.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2020-07-28 · PyPy 3 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[Kira_1234's solution](#)

2479.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-26 · PyPy 3 (first AC) · Tags: brute force, dp, greedy
[Kira_1234's solution](#)

2480.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-07-04 · last AC: 2020-07-26 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, sortings
[Kira_1234's solution](#)

2481.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math
[Kira_1234's solution](#)

2482.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · last AC: 2020-07-02 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[Kira_1234's solution](#)

2483.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms
[Kira_1234's solution](#)

2484.

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers
[Kira_1234's solution](#)

2485.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: binary search, brute force, greedy, implementation,

two pointers

[Kira_1234's solution](#)

2486.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[Kira_1234's solution](#)

2487.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kira_1234's solution](#)

2488.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-15 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[Kira_1234's solution](#)

2489.

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

2490.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Kira_1234's solution](#)

2491.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-04-17 · PyPy 3 (first AC) · Tags: bitmasks, greedy

[Kira_1234's solution](#)

2492.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Kira_1234's solution](#)

2493.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Kira_1234's solution](#)

2494.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Kira_1234's solution](#)

2495.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy,

implementation

[Kira_1234's solution](#)

2496.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Kira_1234's solution](#)

2497.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Kira_1234's solution](#)

2498.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Kira_1234's solution](#)

2499.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Kira_1234's solution](#)

2500.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Kira_1234's solution](#)

2501.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Kira_1234's solution](#)

2502.

1931G

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

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

2503.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Kira_1234's solution](#)

2504.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Kira_1234's solution](#)

2505.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

2506.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[Kira_1234's solution](#)

2507.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Kira_1234's solution](#)

2508.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

2509.

2028D

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

Quality: 3,741 global accepts · Rating: 2000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Kira_1234's solution](#)

2510.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kira_1234's solution](#)

2511.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

2512.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Kira_1234's solution](#)

2513.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Kira_1234's solution](#)

2514.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Kira_1234's solution](#)

2515.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Kira_1234's solution](#)

2516.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

2517.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Kira_1234's solution](#)

2518.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Kira_1234's solution](#)

2519.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Kira_1234's solution](#)

2520.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Kira_1234's solution](#)

2521.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, two pointers

[Kira_1234's solution](#)

2522.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Kira_1234's solution](#)

2523.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Kira_1234's solution](#)

2524.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Kira_1234's solution](#)

2525.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,328 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Kira_1234's solution](#)

2526.

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

[Kira_1234's solution](#)

2527.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · last AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Kira_1234's solution](#)

2528.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Kira_1234's solution](#)

2529.

2154C2

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

Quality: 5,513 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

2530.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

2531.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Kira_1234's solution](#)

2532.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Kira_1234's solution](#)

2533.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Kira_1234's solution](#)

2534.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Kira_1234's solution](#)

2535.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Kira_1234's solution](#)

2536.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Kira_1234's solution](#)

2537.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[Kira_1234's solution](#)

2538.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[Kira_1234's solution](#)

2539.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Kira_1234's solution](#)

2540.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

2541.

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

[Kira_1234's solution](#)

2542.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kira_1234's solution](#)

2543.

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

[Kira_1234's solution](#)

2544.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Kira_1234's solution](#)

2545.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Kira_1234's solution](#)

2546.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Kira_1234's solution](#)

2547.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Kira_1234's solution](#)

2548.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

2549.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Kira_1234's solution](#)

2550.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Kira_1234's solution](#)

2551.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Kira_1234's solution](#)

2552.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Kira_1234's solution](#)

2553.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Kira_1234's solution](#)

2554.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Kira_1234's solution](#)

2555.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Kira_1234's solution](#)

2556.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kira_1234's solution](#)

2557.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Kira_1234's solution](#)

2558.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Kira_1234's solution](#)

2559.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Kira_1234's solution](#)

2560.

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

[Kira_1234's solution](#)

2561.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Kira_1234's solution](#)

2562.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Kira_1234's solution](#)

2563.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Kira_1234's solution](#)

2564.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Kira_1234's solution](#)

2565.

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

[Kira_1234's solution](#)

2566.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Kira_1234's solution](#)

2567.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 2000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

2568.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Kira_1234's solution](#)

2569.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Kira_1234's solution](#)

2570.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Kira_1234's solution](#)

2571.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Kira_1234's solution](#)

2572.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Kira_1234's solution](#)

2573.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Kira_1234's solution](#)

2574.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Kira_1234's solution](#)

2575.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Kira_1234's solution](#)

2576.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Kira_1234's solution](#)

2577.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Kira_1234's solution](#)

2578.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[Kira_1234's solution](#)

2579.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Kira_1234's solution](#)

2580.

1731E

[Graph Cost](#) · [Tutorial](#)

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2581.

1763C

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2582.

1772F

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2583.

938D

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2584.

1198C

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2585.

1088D

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2586.

1379C

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2587.

1764D

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2588.

1665D

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2589.

1753C

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2590.

1741F

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2591.

1733D2

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2592.

1726D

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2593.

1712D

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2594.

1493C

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2595.

1632D

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2596.

1641B

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2597.

1257E

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Quality: 4,538 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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2598.

1250N

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2599.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2022-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

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2600.

1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings, strings

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2601.

1363E

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Quality: 7,500 global accepts · Rating: 2000 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

2602.

1415D

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Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

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2603.

1514D

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[Kira_1234's solution](#)**2604.**

1622D

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[Kira_1234's solution](#)**2605.**

1638D

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[Kira_1234's solution](#)**2606.**

1716D

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[Kira_1234's solution](#)**2607.**

1702G2

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[Kira_1234's solution](#)**2608.**

1696E

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[Kira_1234's solution](#)**2609.**

1690G

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Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Kira_1234's solution](#)**2610.**

1685B

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[Kira_1234's solution](#)**2611.**

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Kira_1234's solution](#)**2612.**

1680E

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Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

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2613.

1657D

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[Kira_1234's solution](#)**2614.**

1646D

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[Kira_1234's solution](#)**2615.**

1634D

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[Kira_1234's solution](#)**2616.**

1624F

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[Kira_1234's solution](#)**2617.**

1624E

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[Kira_1234's solution](#)**2618.**

1616D

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[Kira_1234's solution](#)**2619.**

1103B

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[Kira_1234's solution](#)**2620.**

515D

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[Kira_1234's solution](#)**2621.**

1620D

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1618F

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2623.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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2624.

1610D

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2625.

1582E

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2626.

1223D

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Quality: 4,467 global accepts · Rating: 2000 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

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2627.

1129B

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Quality: 2,331 global accepts · Rating: 2000 · first AC: 2021-10-02 · PyPy 3 (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

2628.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Kira_1234's solution](#)

2629.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: games

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2630.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

2631.

803F

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[Kira_1234's solution](#)

2632.

1558C

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2633.

1487E

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[Kira_1234's solution](#)**2634.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[Kira_1234's solution](#)**2635.**

1513D

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[Kira_1234's solution](#)**2636.**

1237D

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[Kira_1234's solution](#)**2637.**

696C

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Quality: 2,217 global accepts · Rating: 2000 · first AC: 2021-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Kira_1234's solution](#)**2638.**

1070C

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[Kira_1234's solution](#)**2639.**

1536D

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[Kira_1234's solution](#)**2640.**

1525C

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[Kira_1234's solution](#)**2641.**

1521C

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1344B

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2643.

1244C

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Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-03-30 · PyPy 3 (first AC) · Tags: brute force, math, number theory

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2644.

1506G

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2645.

258C

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[Kira_1234's solution](#)

2646.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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2647.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2021-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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2648.

1399E1

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Quality: 6,337 global accepts · Rating: 2000 · first AC: 2020-08-05 · last AC: 2020-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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2649.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

2650.

1214E

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Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

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2651.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-06-18 · last AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

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2652.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: binary search, brute force, geometry, math

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2653.

1359E

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Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

2654.

1359D

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Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · last AC: 2020-11-30 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, two pointers

[Kira_1234's solution](#)

2655.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[Kira_1234's solution](#)

2656.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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2657.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Kira_1234's solution](#)

2658.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Kira_1234's solution](#)

2659.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2020-11-12 · PyPy 3 (first AC) · Tags: data structures

[Kira_1234's solution](#)

2660.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: dp, two pointers

[Kira_1234's solution](#)

2661.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Kira_1234's solution](#)

2662.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

2663.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

2664.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Kira_1234's solution](#)

2665.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · PyPy 3 (first AC) · Tags: combinatorics, dp, strings

[Kira_1234's solution](#)

2666.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-09-27 · PyPy 3 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Kira_1234's solution](#)

2667.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

2668.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-09-23 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, implementation

[Kira_1234's solution](#)

2669.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Kira_1234's solution](#)

2670.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Kira_1234's solution](#)

2671.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Kira_1234's solution](#)

2672.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kira_1234's solution](#)

2673.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2020-07-12 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Kira_1234's solution](#)

2674.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Kira_1234's solution](#)

2675.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kira_1234's solution](#)

2676.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2677.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: data structures, dp

[Kira_1234's solution](#)

2678.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[Kira_1234's solution](#)

2679.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Kira_1234's solution](#)

2680.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2681.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Kira_1234's solution](#)

2682.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2026-02-03 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kira_1234's solution](#)

2683.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Kira_1234's solution](#)

2684.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Kira_1234's solution](#)

2685.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Kira_1234's solution](#)

2686.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Kira_1234's solution](#)

2687.

1575L

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

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Kira_1234's solution](#)

2688.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

2689.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Kira_1234's solution](#)

2690.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Kira_1234's solution](#)

2691.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kira_1234's solution](#)

2692.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Kira_1234's solution](#)

2693.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Kira_1234's solution](#)

2694.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math

[Kira_1234's solution](#)

2695.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Kira_1234's solution](#)

2696.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2025-12-23 · last AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, math

[Kira_1234's solution](#)

2697.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Kira_1234's solution](#)

2698.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

2699.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Kira_1234's solution](#)

2700.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

2701.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Kira_1234's solution](#)

2702.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, graphs, greedy, implementation

[Kira_1234's solution](#)

2703.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Kira_1234's solution](#)

2704.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Kira_1234's solution](#)

2705.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Kira_1234's solution](#)

2706.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Kira_1234's solution](#)

2707.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Kira_1234's solution](#)

2708.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Kira_1234's solution](#)

2709.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Kira_1234's solution](#)

2710.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kira_1234's solution](#)

2711.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Kira_1234's solution](#)

2712.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[Kira_1234's solution](#)

2713.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Kira_1234's solution](#)

2714.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Kira_1234's solution](#)

2715.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

2716.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Kira_1234's solution](#)

2717.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Kira_1234's solution](#)

2718.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Kira_1234's solution](#)

2719.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Kira_1234's solution](#)

2720.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

2721.

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

[Kira_1234's solution](#)

2722.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Kira_1234's solution](#)

2723.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Kira_1234's solution](#)

2724.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kira_1234's solution](#)

2725.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Kira_1234's solution](#)

2726.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Kira_1234's solution](#)

2727.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kira_1234's solution](#)

2728.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Kira_1234's solution](#)

2729.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Kira_1234's solution](#)

2730.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

2731.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Kira_1234's solution](#)

2732.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Kira_1234's solution](#)

2733.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Kira_1234's solution](#)

2734.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Kira_1234's solution](#)

2735.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, sortings

[Kira_1234's solution](#)

2736.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Kira_1234's solution](#)

2737.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2100 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kira_1234's solution](#)

2738.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

2739.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Kira_1234's solution](#)

2740.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Kira_1234's solution](#)

2741.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Kira_1234's solution](#)

2742.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Kira_1234's solution](#)

2743.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Kira_1234's solution](#)

2744.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Kira_1234's solution](#)

2745.

2004E

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

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Kira_1234's solution](#)

2746.

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

[Kira_1234's solution](#)

2747.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Kira_1234's solution](#)

2748.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Kira_1234's solution](#)

2749.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Kira_1234's solution](#)

2750.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Kira_1234's solution](#)

2751.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Kira_1234's solution](#)

2752.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Kira_1234's solution](#)

2753.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Kira_1234's solution](#)

2754.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Kira_1234's solution](#)

2755.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Kira_1234's solution](#)

2756.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Kira_1234's solution](#)

2757.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Kira_1234's solution](#)

2758.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Kira_1234's solution](#)

2759.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Kira_1234's solution](#)

2760.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Kira_1234's solution](#)

2761.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Kira_1234's solution](#)

2762.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Kira_1234's solution](#)

2763.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Kira_1234's solution](#)

2764.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Kira_1234's solution](#)

2765.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Kira_1234's solution](#)

2766.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Kira_1234's solution](#)

2767.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

2768.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Kira_1234's solution](#)

2769.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Kira_1234's solution](#)

2770.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Kira_1234's solution](#)

2771.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kira_1234's solution](#)

2772.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Kira_1234's solution](#)

2773.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,414 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kira_1234's solution](#)

2774.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

2775.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Kira_1234's solution](#)

2776.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

2777.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

2778.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Kira_1234's solution](#)

2779.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kira_1234's solution](#)

2780.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Kira_1234's solution](#)

2781.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Kira_1234's solution](#)

2782.

748D

[Santa Claus and a Palindrome](#) · Tutorial

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kira_1234's solution](#)

2783.

1761D

[Carry Bit](#) · Tutorial

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

2784.

1748D

[ConstructOR](#) · Tutorial

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Kira_1234's solution](#)

2785.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Kira_1234's solution](#)

2786.

1023E

[Down or Right](#) · Tutorial

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[Kira_1234's solution](#)

2787.

1216F

[Wi-Fi](#) · Tutorial

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

2788.

1158C

[Permutation recovery](#) · Tutorial

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Kira_1234's solution](#)

2789.

1729G

[Cut Substrings](#) · Tutorial

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Kira_1234's solution](#)

2790.

1411D

[Grime Zoo](#) · Tutorial

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Kira_1234's solution](#)

2791.

1621D

[The Winter Hike](#) · Tutorial

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

2792.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[Kira_1234's solution](#)

2793.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Kira_1234's solution](#)

2794.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Kira_1234's solution](#)

2795.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Kira_1234's solution](#)

2796.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Kira_1234's solution](#)

2797.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Kira_1234's solution](#)

2798.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[Kira_1234's solution](#)

2799.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings

[Kira_1234's solution](#)

2800.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Kira_1234's solution](#)

2801.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kira_1234's solution](#)

2802.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Kira_1234's solution](#)

2803.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Kira_1234's solution](#)

2804.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[Kira_1234's solution](#)

2805.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory

[Kira_1234's solution](#)

2806.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Kira_1234's solution](#)

2807.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Kira_1234's solution](#)

2808.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kira_1234's solution](#)

2809.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

2810.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Kira_1234's solution](#)

2811.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Kira_1234's solution](#)

2812.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Kira_1234's solution](#)

2813.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Kira_1234's solution](#)

2814.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Kira_1234's solution](#)

2815.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · last AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Kira_1234's solution](#)

2816.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Kira_1234's solution](#)

2817.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Kira_1234's solution](#)

2818.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Kira_1234's solution](#)

2819.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Kira_1234's solution](#)

2820.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Kira_1234's solution](#)

2821.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation,

math, meet-in-the-middle

[Kira_1234's solution](#)

2822.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · last AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

2823.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

2824.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Kira_1234's solution](#)

2825.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Kira_1234's solution](#)

2826.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,624 global accepts · Rating: 2100 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Kira_1234's solution](#)

2827.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kira_1234's solution](#)

2828.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kira_1234's solution](#)

2829.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2021-01-12 · last AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

2830.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Kira_1234's solution](#)

2831.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Kira_1234's solution](#)

2832.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Kira_1234's solution](#)

2833.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Kira_1234's solution](#)

2834.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · PyPy 3 (first AC) · Tags: binary search, greedy, math, ternary search

[Kira_1234's solution](#)

2835.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Kira_1234's solution](#)

2836.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · PyPy 3 (first AC) · Tags: combinatorics, dp, greedy, math

[Kira_1234's solution](#)

2837.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Kira_1234's solution](#)

2838.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

2839.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-03-30 · last AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Kira_1234's solution](#)

2840.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Kira_1234's solution](#)

2841.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Kira_1234's solution](#)

2842.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[Kira_1234's solution](#)

2843.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[Kira_1234's solution](#)

2844.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[Kira_1234's solution](#)

2845.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2021-01-19 · PyPy 3 (first AC) · Tags: binary search, implementation, interactive, math
[Kira_1234's solution](#)

2846.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2021-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[Kira_1234's solution](#)

2847.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2021-01-10 · PyPy 3 (first AC) · Tags: brute force, dp, games, greedy
[Kira_1234's solution](#)

2848.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Kira_1234's solution](#)

2849.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[Kira_1234's solution](#)

2850.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[Kira_1234's solution](#)

2851.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-12-31 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[Kira_1234's solution](#)

2852.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Kira_1234's solution](#)

2853.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2100 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, ternary search

[Kira_1234's solution](#)

2854.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

2855.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2020-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

2856.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Kira_1234's solution](#)

2857.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · PyPy 3 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kira_1234's solution](#)

2858.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Kira_1234's solution](#)

2859.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kira_1234's solution](#)

2860.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[Kira_1234's solution](#)

2861.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

2862.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2020-10-17 · PyPy 3 (first AC) · Tags: geometry, math

[Kira_1234's solution](#)

2863.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Kira_1234's solution](#)

2864.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Kira_1234's solution](#)

2865.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kira_1234's solution](#)

2866.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2020-09-03 · PyPy 3 (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

2867.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · last AC: 2020-08-16 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Kira_1234's solution](#)

2868.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Kira_1234's solution](#)

2869.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-08-07 · PyPy 3 (first AC) · Tags: combinatorics, data structures, dp, math

[Kira_1234's solution](#)

2870.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Kira_1234's solution](#)

2871.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Kira_1234's solution](#)

2872.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kira_1234's solution](#)

2873.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

[Kira_1234's solution](#)

2874.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Kira_1234's solution](#)

2875.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Kira_1234's solution](#)

2876.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-04-16 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math

[Kira_1234's solution](#)

2877.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Kira_1234's solution](#)

2878.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Kira_1234's solution](#)

2879.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Kira_1234's solution](#)

2880.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

2881.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Kira_1234's solution](#)

2882.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Kira_1234's solution](#)

2883.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Kira_1234's solution](#)

2884.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Kira_1234's solution](#)

2885.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Kira_1234's solution](#)

2886.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Kira_1234's solution](#)

2887.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

2888.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math

[Kira_1234's solution](#)

2889.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Kira_1234's solution](#)

2890.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Kira_1234's solution](#)

2891.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Kira_1234's solution](#)

2892.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[Kira_1234's solution](#)

2893.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

2894.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Kira_1234's solution](#)

2895.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[Kira_1234's solution](#)

2896.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kira_1234's solution](#)

2897.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2200 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kira_1234's solution](#)

2898.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Kira_1234's solution](#)

2899.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Kira_1234's solution](#)

2900.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Kira_1234's solution](#)

2901.

1921G

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

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Kira_1234's solution](#)

2902.

1926F

[Vlad and Avoiding X](#) · Tutorial

Quality: 2,094 global accepts · Rating: 2200 · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[Kira_1234's solution](#)

2903.

1938E

[Duplicates](#) · Tutorial

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

2904.

1949F

[Dating](#) · Tutorial

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[Kira_1234's solution](#)

2905.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Kira_1234's solution](#)

2906.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · Tutorial

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Kira_1234's solution](#)

2907.

1997E

[Level Up](#) · Tutorial

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Kira_1234's solution](#)

2908.

2000H

[Ksyusha and the Loaded Set](#) · Tutorial

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kira_1234's solution](#)

2909.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · Tutorial

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[Kira_1234's solution](#)

2910.

2013E

[Prefix GCD](#) · Tutorial

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Kira_1234's solution](#)

2911.

2014G

[Milky Days](#) · Tutorial

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[Kira_1234's solution](#)

2912.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Kira_1234's solution](#)

2913.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Kira_1234's solution](#)

2914.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Kira_1234's solution](#)

2915.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Kira_1234's solution](#)

2916.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Kira_1234's solution](#)

2917.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings

[Kira_1234's solution](#)

2918.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Kira_1234's solution](#)

2919.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Kira_1234's solution](#)

2920.

2072G

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

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Kira_1234's solution](#)

2921.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[Kira_1234's solution](#)

2922.

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[Kira_1234's solution](#)

2923.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Kira_1234's solution](#)

2924.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,154 global accepts · Rating: 2200 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[Kira_1234's solution](#)

2925.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[Kira_1234's solution](#)

2926.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[Kira_1234's solution](#)

2927.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[Kira_1234's solution](#)

2928.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[Kira_1234's solution](#)

2929.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
[Kira_1234's solution](#)

2930.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[Kira_1234's solution](#)

2931.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
[Kira_1234's solution](#)

2932.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees
[Kira_1234's solution](#)

2933.

2179G

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

Quality: 1,210 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math
[Kira_1234's solution](#)

2934.

2179H

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

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math
[Kira_1234's solution](#)

2935.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices
[Kira_1234's solution](#)

2936.

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
[Kira_1234's solution](#)

2937.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[Kira_1234's solution](#)

2938.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs
[Kira_1234's solution](#)

2939.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees
[Kira_1234's solution](#)

2940.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[Kira_1234's solution](#)

2941.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Kira_1234's solution](#)

2942.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Kira_1234's solution](#)

2943.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Kira_1234's solution](#)

2944.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Kira_1234's solution](#)

2945.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Kira_1234's solution](#)

2946.

2062D

[Balanced Tree](#) · [Tutorial](#)

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

[Kira_1234's solution](#)

2947.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[Kira_1234's solution](#)

2948.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[Kira_1234's solution](#)

2949.

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

[Kira_1234's solution](#)

2950.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

2951.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Kira_1234's solution](#)

2952.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Kira_1234's solution](#)

2953.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Kira_1234's solution](#)

2954.

1991F

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

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

[Kira_1234's solution](#)

2955.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Kira_1234's solution](#)

2956.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Kira_1234's solution](#)

2957.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Kira_1234's solution](#)

2958.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Kira_1234's solution](#)

2959.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Kira_1234's solution](#)

2960.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Kira_1234's solution](#)

2961.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Kira_1234's solution](#)

2962.

1918E

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

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Kira_1234's solution](#)

2963.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Kira_1234's solution](#)

2964.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Kira_1234's solution](#)

2965.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Kira_1234's solution](#)

2966.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[Kira_1234's solution](#)

2967.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, interactive

[Kira_1234's solution](#)

2968.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

2969.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Kira_1234's solution](#)

2970.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Kira_1234's solution](#)

2971.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Kira_1234's solution](#)

2972.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Kira_1234's solution](#)

2973.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Kira_1234's solution](#)

2974.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Kira_1234's solution](#)

2975.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · 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

[Kira_1234's solution](#)

2976.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kira_1234's solution](#)

2977.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Kira_1234's solution](#)

2978.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Kira_1234's solution](#)

2979.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Kira_1234's solution](#)

2980.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Kira_1234's solution](#)

2981.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Kira_1234's solution](#)

2982.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Kira_1234's solution](#)

2983.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Kira_1234's solution](#)

2984.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Kira_1234's solution](#)

2985.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kira_1234's solution](#)

2986.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Kira_1234's solution](#)

2987.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kira_1234's solution](#)

2988.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Kira_1234's solution](#)

2989.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Kira_1234's solution](#)

2990.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy,

implementation, math, sortings, two pointers

[Kira_1234's solution](#)

2991.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Kira_1234's solution](#)

2992.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Kira_1234's solution](#)

2993.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Kira_1234's solution](#)

2994.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-12-09 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

2995.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Kira_1234's solution](#)

2996.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Kira_1234's solution](#)

2997.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Kira_1234's solution](#)

2998.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[Kira_1234's solution](#)

2999.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Kira_1234's solution](#)

3000.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Kira_1234's solution](#)

3001.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Kira_1234's solution](#)

3002.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Kira_1234's solution](#)

3003.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Kira_1234's solution](#)

3004.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

3005.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Kira_1234's solution](#)

3006.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Kira_1234's solution](#)

3007.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

3008.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Kira_1234's solution](#)

3009.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Kira_1234's solution](#)

3010.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Kira_1234's solution](#)

3011.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Kira_1234's solution](#)

3012.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Kira_1234's solution](#)

3013.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Kira_1234's solution](#)

3014.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Kira_1234's solution](#)

3015.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Kira_1234's solution](#)

3016.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Kira_1234's solution](#)

3017.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Kira_1234's solution](#)

3018.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Kira_1234's solution](#)

3019.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Kira_1234's solution](#)

3020.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Kira_1234's solution](#)

3021.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Kira_1234's solution](#)

3022.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Kira_1234's solution](#)

3023.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[Kira_1234's solution](#)

3024.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Kira_1234's solution](#)

3025.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kira_1234's solution](#)

3026.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Kira_1234's solution](#)

3027.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Kira_1234's solution](#)

3028.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kira_1234's solution](#)

3029.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

3030.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

3031.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

3032.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Kira_1234's solution](#)

3033.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Kira_1234's solution](#)

3034.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · last AC: 2021-08-04 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[Kira_1234's solution](#)

3035.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Kira_1234's solution](#)

3036.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · last AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Kira_1234's solution](#)

3037.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Kira_1234's solution](#)

3038.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Kira_1234's solution](#)

3039.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-11-18 · last AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Kira_1234's solution](#)

3040.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Kira_1234's solution](#)

3041.

1537E2

[Erase and Extend \(Hard Version\) · Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Kira_1234's solution](#)

3042.

102348C

[Marbles · Tutorial](#)

Rating: 2200 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3043.

1535E

[Gold Transfer · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Kira_1234's solution](#)

3044.

1526D

[Kill Anton · Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Kira_1234's solution](#)

3045.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Kira_1234's solution](#)

3046.

1520G

[To Go Or Not To Go? · Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Kira_1234's solution](#)

3047.

1515E

[Phoenix and Computers · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · last AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3048.

1503C

[Travelling Salesman Problem · Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · PyPy 3 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Kira_1234's solution](#)

3049.

1485D

[Multiples and Power Differences · Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Kira_1234's solution](#)

3050.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-01-29 · PyPy 3 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Kira_1234's solution](#)

3051.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Kira_1234's solution](#)

3052.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Kira_1234's solution](#)

3053.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3054.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Kira_1234's solution](#)

3055.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Kira_1234's solution](#)

3056.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

3057.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Kira_1234's solution](#)

3058.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kira_1234's solution](#)

3059.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2200 · first AC: 2020-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

3060.

1456C

[New Game Plus!](#) · [Tutorial](#)

Quality: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Kira_1234's solution](#)

3061.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Kira_1234's solution](#)

3062.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Kira_1234's solution](#)

3063.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Kira_1234's solution](#)

3064.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-10-09 · PyPy 3 (first AC) · Tags: constructive algorithms, math, sortings

[Kira_1234's solution](#)

3065.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

3066.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[Kira_1234's solution](#)

3067.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kira_1234's solution](#)

3068.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Kira_1234's solution](#)

3069.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[Kira_1234's solution](#)

3070.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Kira_1234's solution](#)

3071.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-31 · PyPy 3 (first AC) · Tags: math, number theory

[Kira_1234's solution](#)

3072.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-26 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Kira_1234's solution](#)

3073.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-27 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Kira_1234's solution](#)

3074.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Kira_1234's solution](#)

3075.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Kira_1234's solution](#)

3076.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Kira_1234's solution](#)

3077.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Kira_1234's solution](#)

3078.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Kira_1234's solution](#)

3079.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, hashing, math, number theory

[Kira_1234's solution](#)

3080.

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

[Kira_1234's solution](#)

3081.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Kira_1234's solution](#)

3082.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Kira_1234's solution](#)

3083.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Kira_1234's solution](#)

3084.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Kira_1234's solution](#)

3085.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation

[Kira_1234's solution](#)

3086.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Kira_1234's solution](#)

3087.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities, shortest paths

[Kira_1234's solution](#)

3088.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Kira_1234's solution](#)

3089.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Kira_1234's solution](#)

3090.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3091.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[Kira_1234's solution](#)

3092.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

3093.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Kira_1234's solution](#)

3094.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Kira_1234's solution](#)

3095.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Kira_1234's solution](#)

3096.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Kira_1234's solution](#)

3097.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers

[Kira_1234's solution](#)

3098.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Kira_1234's solution](#)

3099.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Kira_1234's solution](#)

3100.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,373 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dsu, games, graphs, greedy, trees

[Kira_1234's solution](#)

3101.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices, number theory

[Kira_1234's solution](#)

3102.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math, sortings

[Kira_1234's solution](#)

3103.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Kira_1234's solution](#)

3104.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Kira_1234's solution](#)

3105.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Kira_1234's solution](#)

3106.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-01-20 · last AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Kira_1234's solution](#)

3107.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Kira_1234's solution](#)

3108.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Kira_1234's solution](#)

3109.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Kira_1234's solution](#)

3110.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[Kira_1234's solution](#)

3111.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[Kira_1234's solution](#)

3112.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Kira_1234's solution](#)

3113.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices

[Kira_1234's solution](#)

3114.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Kira_1234's solution](#)

3115.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Kira_1234's solution](#)

3116.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Kira_1234's solution](#)

3117.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Kira_1234's solution](#)

3118.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Kira_1234's solution](#)

3119.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2025-11-05 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Kira_1234's solution](#)

3120.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, geometry, math, number theory

[Kira_1234's solution](#)

3121.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Kira_1234's solution](#)

3122.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy

[Kira_1234's solution](#)

3123.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, trees

[Kira_1234's solution](#)

3124.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, probabilities

[Kira_1234's solution](#)

3125.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2300 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Kira_1234's solution](#)

3126.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[Kira_1234's solution](#)

3127.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Kira_1234's solution](#)

3128.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Kira_1234's solution](#)

3129.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Kira_1234's solution](#)

3130.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy
[Kira_1234's solution](#)

3131.

2091G

[Gleb and Boating · Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths
[Kira_1234's solution](#)

3132.

2077C

[Binary Subsequence Value Sum · Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices
[Kira_1234's solution](#)

3133.

2068A

[Condorcet Elections · Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[Kira_1234's solution](#)

3134.

1849E

[Max to the Right of Min · Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[Kira_1234's solution](#)

3135.

1513E

[Cost Equilibrium · Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[Kira_1234's solution](#)

3136.

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
[Kira_1234's solution](#)

3137.

2043E

[Matrix Transformation · Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[Kira_1234's solution](#)

3138.

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[Kira_1234's solution](#)

3139.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs

and similar, graphs, hashing, trees

[Kira_1234's solution](#)

3140.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Kira_1234's solution](#)

3141.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Kira_1234's solution](#)

3142.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3143.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Kira_1234's solution](#)

3144.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Kira_1234's solution](#)

3145.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Kira_1234's solution](#)

3146.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Kira_1234's solution](#)

3147.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kira_1234's solution](#)

3148.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Kira_1234's solution](#)

3149.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory,

shortest paths

[Kira_1234's solution](#)

3150.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Kira_1234's solution](#)

3151.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Kira_1234's solution](#)

3152.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Kira_1234's solution](#)

3153.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Kira_1234's solution](#)

3154.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

3155.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

3156.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Kira_1234's solution](#)

3157.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Kira_1234's solution](#)

3158.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Kira_1234's solution](#)

3159.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Kira_1234's solution](#)

3160.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

3161.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Kira_1234's solution](#)

3162.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Kira_1234's solution](#)

3163.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Kira_1234's solution](#)

3164.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Kira_1234's solution](#)

3165.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Kira_1234's solution](#)

3166.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Kira_1234's solution](#)

3167.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

3168.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Kira_1234's solution](#)

3169.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Kira_1234's solution](#)

3170.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Kira_1234's solution](#)

3171.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

3172.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Kira_1234's solution](#)

3173.

1046I

[Say Hello](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Kira_1234's solution](#)

3174.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Kira_1234's solution](#)

3175.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Kira_1234's solution](#)

3176.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Kira_1234's solution](#)

3177.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Kira_1234's solution](#)

3178.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

3179.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Kira_1234's solution](#)

3180.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3181.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Kira_1234's solution](#)

3182.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Kira_1234's solution](#)

3183.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-12-27 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

3184.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Kira_1234's solution](#)

3185.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Kira_1234's solution](#)

3186.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

3187.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Kira_1234's solution](#)

3188.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Kira_1234's solution](#)

3189.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings

[Kira_1234's solution](#)

3190.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Kira_1234's solution](#)

3191.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

3192.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Kira_1234's solution](#)

3193.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Kira_1234's solution](#)

3194.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Kira_1234's solution](#)

3195.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[Kira_1234's solution](#)

3196.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Kira_1234's solution](#)

3197.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Kira_1234's solution](#)

3198.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Kira_1234's solution](#)

3199.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Kira_1234's solution](#)

3200.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Kira_1234's solution](#)

3201.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · last AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

3202.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Kira_1234's solution](#)

3203.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Kira_1234's solution](#)

3204.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Kira_1234's solution](#)

3205.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3206.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Kira_1234's solution](#)

3207.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kira_1234's solution](#)

3208.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Kira_1234's solution](#)

3209.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Kira_1234's solution](#)

3210.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,954 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Kira_1234's solution](#)

3211.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Kira_1234's solution](#)

3212.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Kira_1234's solution](#)

3213.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 2300 · first AC: 2020-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

3214.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Kira_1234's solution](#)

3215.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[Kira_1234's solution](#)

3216.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · PyPy 3 (first AC) · Tags: constructive algorithms, divide and conquer

[Kira_1234's solution](#)

3217.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Kira_1234's solution](#)

3218.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Kira_1234's solution](#)

3219.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Kira_1234's solution](#)

3220.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Kira_1234's solution](#)

3221.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kira_1234's solution](#)

3222.

2211F

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

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Kira_1234's solution](#)

3223.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[Kira_1234's solution](#)

3224.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Kira_1234's solution](#)

3225.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Kira_1234's solution](#)

3226.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kira_1234's solution](#)

3227.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Kira_1234's solution](#)

3228.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Kira_1234's solution](#)

3229.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[Kira_1234's solution](#)

3230.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Kira_1234's solution](#)

3231.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Kira_1234's solution](#)

3232.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Kira_1234's solution](#)

3233.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Kira_1234's solution](#)

3234.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Kira_1234's solution](#)

3235.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[Kira_1234's solution](#)

3236.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Kira_1234's solution](#)

3237.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Kira_1234's solution](#)

3238.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Kira_1234's solution](#)

3239.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings
[Kira_1234's solution](#)

3240.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[Kira_1234's solution](#)

3241.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Kira_1234's solution](#)

3242.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,016 global accepts · Rating: 2400 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings
[Kira_1234's solution](#)

3243.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[Kira_1234's solution](#)

3244.

2063F1

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

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[Kira_1234's solution](#)

3245.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[Kira_1234's solution](#)

3246.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[Kira_1234's solution](#)

3247.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[Kira_1234's solution](#)

3248.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Kira_1234's solution](#)

3249.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Kira_1234's solution](#)

3250.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Kira_1234's solution](#)

3251.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Kira_1234's solution](#)

3252.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Kira_1234's solution](#)

3253.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Kira_1234's solution](#)

3254.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2025-11-15 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, trees

[Kira_1234's solution](#)

3255.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

3256.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Kira_1234's solution](#)

3257.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Kira_1234's solution](#)

3258.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs,

greedy, implementation, shortest paths, sortings

[Kira_1234's solution](#)

3259.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Kira_1234's solution](#)

3260.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy, interactive

[Kira_1234's solution](#)

3261.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Kira_1234's solution](#)

3262.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Kira_1234's solution](#)

3263.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Kira_1234's solution](#)

3264.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Kira_1234's solution](#)

3265.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Kira_1234's solution](#)

3266.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Kira_1234's solution](#)

3267.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Kira_1234's solution](#)

3268.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[Kira_1234's solution](#)

3269.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[Kira_1234's solution](#)

3270.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[Kira_1234's solution](#)

3271.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[Kira_1234's solution](#)

3272.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[Kira_1234's solution](#)

3273.

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
[Kira_1234's solution](#)

3274.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[Kira_1234's solution](#)

3275.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[Kira_1234's solution](#)

3276.

1993F1

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

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[Kira_1234's solution](#)

3277.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[Kira_1234's solution](#)

3278.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Kira_1234's solution](#)

3279.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3280.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Kira_1234's solution](#)

3281.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Kira_1234's solution](#)

3282.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Kira_1234's solution](#)

3283.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3284.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Kira_1234's solution](#)

3285.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Kira_1234's solution](#)

3286.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Kira_1234's solution](#)

3287.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Kira_1234's solution](#)

3288.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Kira_1234's solution](#)

3289.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Kira_1234's solution](#)

3290.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-10-18 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Kira_1234's solution](#)

3291.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, trees

[Kira_1234's solution](#)

3292.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Kira_1234's solution](#)

3293.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Kira_1234's solution](#)

3294.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Kira_1234's solution](#)

3295.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Kira_1234's solution](#)

3296.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Kira_1234's solution](#)

3297.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Kira_1234's solution](#)

3298.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Kira_1234's solution](#)

3299.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Kira_1234's solution](#)

3300.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kira_1234's solution](#)

3301.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Kira_1234's solution](#)

3302.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Kira_1234's solution](#)

3303.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Kira_1234's solution](#)

3304.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Kira_1234's solution](#)

3305.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Kira_1234's solution](#)

3306.

1341E

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, shortest paths

[Kira_1234's solution](#)

3307.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[Kira_1234's solution](#)

3308.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Kira_1234's solution](#)

3309.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Kira_1234's solution](#)

3310.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Kira_1234's solution](#)

3311.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Kira_1234's solution](#)

3312.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Kira_1234's solution](#)

3313.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Kira_1234's solution](#)

3314.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Kira_1234's solution](#)

3315.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Kira_1234's solution](#)

3316.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[Kira_1234's solution](#)

3317.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[Kira_1234's solution](#)

3318.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, probabilities

[Kira_1234's solution](#)

3319.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Kira_1234's solution](#)

3320.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Kira_1234's solution](#)

3321.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Kira_1234's solution](#)

3322.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Kira_1234's solution](#)

3323.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Kira_1234's solution](#)

3324.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Kira_1234's solution](#)

3325.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Kira_1234's solution](#)

3326.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Kira_1234's solution](#)

3327.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Kira_1234's solution](#)

3328.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Kira_1234's solution](#)

3329.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

3330.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Kira_1234's solution](#)

3331.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Kira_1234's solution](#)

3332.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Kira_1234's solution](#)

3333.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Kira_1234's solution](#)

3334.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Kira_1234's solution](#)

3335.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Kira_1234's solution](#)

3336.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Kira_1234's solution](#)

3337.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, greedy, math, number theory, two pointers

[Kira_1234's solution](#)

3338.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Kira_1234's solution](#)

3339.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Kira_1234's solution](#)

3340.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3341.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Kira_1234's solution](#)

3342.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Kira_1234's solution](#)

3343.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Kira_1234's solution](#)

3344.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Kira_1234's solution](#)

3345.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Kira_1234's solution](#)

3346.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Kira_1234's solution](#)

3347.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Kira_1234's solution](#)

3348.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[Kira_1234's solution](#)

3349.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Kira_1234's solution](#)

3350.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Kira_1234's solution](#)

3351.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kira_1234's solution](#)

3352.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Kira_1234's solution](#)

3353.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[Kira_1234's solution](#)

3354.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Kira_1234's solution](#)

3355.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Kira_1234's solution](#)

3356.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Kira_1234's solution](#)

3357.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Kira_1234's solution](#)

3358.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kira_1234's solution](#)

3359.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Kira_1234's solution](#)

3360.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Kira_1234's solution](#)

3361.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Kira_1234's solution](#)

3362.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Kira_1234's solution](#)

3363.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Kira_1234's solution](#)

3364.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Kira_1234's solution](#)

3365.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Kira_1234's solution](#)

3366.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Kira_1234's solution](#)

3367.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Kira_1234's solution](#)

3368.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kira_1234's solution](#)

3369.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

3370.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Kira_1234's solution](#)

3371.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Kira_1234's solution](#)

3372.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Kira_1234's solution](#)

3373.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Kira_1234's solution](#)

3374.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Kira_1234's solution](#)

3375.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Kira_1234's solution](#)

3376.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Kira_1234's solution](#)

3377.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar,

greedy, trees

[Kira_1234's solution](#)

3378.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Kira_1234's solution](#)

3379.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Kira_1234's solution](#)

3380.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Kira_1234's solution](#)

3381.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Kira_1234's solution](#)

3382.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Kira_1234's solution](#)

3383.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Kira_1234's solution](#)

3384.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[Kira_1234's solution](#)

3385.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Kira_1234's solution](#)

3386.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory, ternary search

[Kira_1234's solution](#)

3387.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Kira_1234's solution](#)

3388.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Kira_1234's solution](#)

3389.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

3390.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Kira_1234's solution](#)

3391.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2020-11-12 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Kira_1234's solution](#)

3392.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[Kira_1234's solution](#)

3393.

1424I

[Bubble Cup hypothesis](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3394.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Kira_1234's solution](#)

3395.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-16 · PyPy 3 (first AC) · Tags: binary search, combinatorics, probabilities

[Kira_1234's solution](#)

3396.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Kira_1234's solution](#)

3397.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp,

geometry, greedy, math, two pointers

[Kira_1234's solution](#)

3398.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Kira_1234's solution](#)

3399.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Kira_1234's solution](#)

3400.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2500 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Kira_1234's solution](#)

3401.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Kira_1234's solution](#)

3402.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Kira_1234's solution](#)

3403.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Kira_1234's solution](#)

3404.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Kira_1234's solution](#)

3405.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Kira_1234's solution](#)

3406.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, sortings

[Kira_1234's solution](#)

3407.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Kira_1234's solution](#)

3408.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Kira_1234's solution](#)

3409.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kira_1234's solution](#)

3410.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Kira_1234's solution](#)

3411.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Kira_1234's solution](#)

3412.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Kira_1234's solution](#)

3413.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Kira_1234's solution](#)

3414.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[Kira_1234's solution](#)

3415.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Kira_1234's solution](#)

3416.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Kira_1234's solution](#)

3417.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Kira_1234's solution](#)

3418.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Kira_1234's solution](#)

3419.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Kira_1234's solution](#)

3420.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Kira_1234's solution](#)

3421.

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

[Kira_1234's solution](#)

3422.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Kira_1234's solution](#)

3423.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Kira_1234's solution](#)

3424.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kira_1234's solution](#)

3425.

2005E2

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

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Kira_1234's solution](#)

3426.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Kira_1234's solution](#)

3427.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Kira_1234's solution](#)

3428.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Kira_1234's solution](#)

3429.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Kira_1234's solution](#)

3430.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Kira_1234's solution](#)

3431.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Kira_1234's solution](#)

3432.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Kira_1234's solution](#)

3433.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Kira_1234's solution](#)

3434.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Kira_1234's solution](#)

3435.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Kira_1234's solution](#)

3436.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Kira_1234's solution](#)

3437.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Kira_1234's solution](#)

3438.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Kira_1234's solution](#)

3439.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Kira_1234's solution](#)

3440.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

3441.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kira_1234's solution](#)

3442.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Kira_1234's solution](#)

3443.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Kira_1234's solution](#)

3444.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Kira_1234's solution](#)

3445.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Kira_1234's solution](#)

3446.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Kira_1234's solution](#)

3447.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3448.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kira_1234's solution](#)

3449.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Kira_1234's solution](#)

3450.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2500 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Kira_1234's solution](#)

3451.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Kira_1234's solution](#)

3452.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Kira_1234's solution](#)

3453.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Kira_1234's solution](#)

3454.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Kira_1234's solution](#)

3455.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Kira_1234's solution](#)

3456.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Kira_1234's solution](#)

3457.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Kira_1234's solution](#)

3458.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[Kira_1234's solution](#)

3459.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Kira_1234's solution](#)

3460.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Kira_1234's solution](#)

3461.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[Kira_1234's solution](#)

3462.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Kira_1234's solution](#)

3463.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Kira_1234's solution](#)

3464.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Kira_1234's solution](#)

3465.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Kira_1234's solution](#)

3466.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Kira_1234's solution](#)

3467.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Kira_1234's solution](#)

3468.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Kira_1234's solution](#)

3469.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Kira_1234's solution](#)

3470.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Kira_1234's solution](#)

3471.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Kira_1234's solution](#)

3472.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-08 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, interactive

[Kira_1234's solution](#)

3473.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Kira_1234's solution](#)

3474.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Kira_1234's solution](#)

3475.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Kira_1234's solution](#)

3476.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Kira_1234's solution](#)

3477.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Kira_1234's solution](#)

3478.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Kira_1234's solution](#)

3479.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Kira_1234's solution](#)

3480.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Kira_1234's solution](#)

3481.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Kira_1234's solution](#)

3482.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Kira_1234's solution](#)

3483.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Kira_1234's solution](#)

3484.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Kira_1234's solution](#)

3485.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Kira_1234's solution](#)

3486.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Kira_1234's solution](#)

3487.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Kira_1234's solution](#)

3488.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Kira_1234's solution](#)

3489.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Kira_1234's solution](#)

3490.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · last AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kira_1234's solution](#)

3491.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Kira_1234's solution](#)

3492.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Kira_1234's solution](#)

3493.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Kira_1234's solution](#)

3494.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Kira_1234's solution](#)

3495.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Kira_1234's solution](#)

3496.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Kira_1234's solution](#)

3497.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Kira_1234's solution](#)

3498.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Kira_1234's solution](#)

3499.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Kira_1234's solution](#)

3500.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kira_1234's solution](#)

3501.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Kira_1234's solution](#)

3502.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Kira_1234's solution](#)

3503.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kira_1234's solution](#)

3504.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Kira_1234's solution](#)

3505.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Kira_1234's solution](#)

3506.

1793E

[Velepín and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Kira_1234's solution](#)

3507.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Kira_1234's solution](#)

3508.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-02-10 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Kira_1234's solution](#)

3509.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Kira_1234's solution](#)

3510.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kira_1234's solution](#)

3511.

1793F

[Rebranding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Kira_1234's solution](#)

3512.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Kira_1234's solution](#)

3513.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Kira_1234's solution](#)

3514.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Kira_1234's solution](#)

3515.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kira_1234's solution](#)

3516.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Kira_1234's solution](#)

3517.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Kira_1234's solution](#)

3518.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · last AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Kira_1234's solution](#)

3519.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Kira_1234's solution](#)

3520.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Kira_1234's solution](#)

3521.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2025-10-26 · last AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kira_1234's solution](#)

3522.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kira_1234's solution](#)

3523.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Kira_1234's solution](#)

3524.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Kira_1234's solution](#)

3525.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Kira_1234's solution](#)

3526.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Kira_1234's solution](#)

3527.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Kira_1234's solution](#)

3528.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Kira_1234's solution](#)

3529.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Kira_1234's solution](#)

3530.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Kira_1234's solution](#)

3531.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Kira_1234's solution](#)

3532.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Kira_1234's solution](#)

3533.

1993F2

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Kira_1234's solution](#)

3534.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Kira_1234's solution](#)

3535.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Kira_1234's solution](#)

3536.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Kira_1234's solution](#)

3537.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Kira_1234's solution](#)

3538.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Kira_1234's solution](#)

3539.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

3540.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Kira_1234's solution](#)

3541.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Kira_1234's solution](#)

3542.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[Kira_1234's solution](#)

3543.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, math, sortings, two pointers

[Kira_1234's solution](#)

3544.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kira_1234's solution](#)

3545.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Kira_1234's solution](#)

3546.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[Kira_1234's solution](#)

3547.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Kira_1234's solution](#)

3548.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Kira_1234's solution](#)

3549.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,122 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Kira_1234's solution](#)

3550.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

3551.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,949 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Kira_1234's solution](#)

3552.

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Kira_1234's solution](#)

3553.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,790 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Kira_1234's solution](#)

3554.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kira_1234's solution](#)

3555.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Kira_1234's solution](#)

3556.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Kira_1234's solution](#)

3557.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Kira_1234's solution](#)

3558.

2225D

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

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Kira_1234's solution](#)

3559.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kira_1234's solution](#)

3560.

2225B

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

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Kira_1234's solution](#)

3561.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kira_1234's solution](#)

3562.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Kira_1234's solution](#)

3563.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,218 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Kira_1234's solution](#)

3564.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Kira_1234's solution](#)

3565.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Kira_1234's solution](#)

3566.

106356F

[Mandatory XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3567.

106356D

[Dual Star](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3568.

106356E

[Chorki](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3569.

106356C

[Path of Crows](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3570.

106356H

[Pothchola](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3571.

106356J

[Prefix Reversal](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3572.

106356L

[Sapure](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3573.

106356G

[Genome Evolution](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3574.

106356B

[Easy Composite](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3575.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[Kira_1234's solution](#)

3576.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Kira_1234's solution](#)

3577.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[Kira_1234's solution](#)

3578.

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[Kira_1234's solution](#)

3579.

106107C

[DGeneral Hamilton's Cubes · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3580.

106107B

[CoCo Count · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3581.

106107E

[Permutation XORpection · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3582.

106107D

[Toward Divisibility · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3583.

106107I

[Binary Reverser · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3584.

106107G

[Count the squares · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3585.

106107F

[A bitty problem · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3586.

106107L

[Integer Average · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3587.

106107A

[Zigzag Parity · Tutorial](#)

Rating: — · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kira_1234's solution](#)

3588.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3589.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3590.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3591.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3592.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3593.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3594.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3595.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3596.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3597.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3598.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3599.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3600.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3601.

104059C

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

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3602.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3603.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3604.

104455F

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3605.

104455E

[Max Mobius Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3606.

104455D

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

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3607.

104455C

[Count Triples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3608.

104455B

[K Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3609.

104455A

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3610.

103999D

[Gioconda](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3611.

103999J

[P-ON](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3612.

103999M

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

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3613.

103999L

[SAIt](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3614.

103999N

[Bitscore](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3615.

103999K

[luli](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3616.

103999I

[Dacians vs Samurai](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3617.

103999H

[for-for-for-for](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3618.

103999G

[Battle of Scundu](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3619.

103999F

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3620.

103999E

[CntSeq](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3621.

103999A

[String String](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3622.

103999B

[Nitoiu](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3623.

103999C

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3624.

104432E

[Army Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3625.

104432D

[Max Co Matches](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3626.

104432C

[Odd Subbarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3627.

104432B

[Letters Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3628.

104432A

[Easy Peasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3629.

104426A

[G Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3630.

104426N

[Ichthyophobia](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3631.

104426M

[Kubernetes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3632.

104426L

[Protecting The Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3633.

104426K

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3634.

104426J

[Dyscalculia](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3635.

104426I

[Yazan's game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3636.

104426H

[Abo Abdo Smoothies](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3637.

104426G

[GCD of Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3638.

104426F

[The Lazy Author](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3639.

104426E

[Stacked Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3640.

104426D

[Bubble Sort !!?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3641.

104426C

[SYPUCPC Problemsetting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3642.

104426B

[Permutation Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3643.

104420D

[Increasing A and Decreasing B](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3644.

104420C

[Get the Long Binary Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3645.

104420B

[Mex Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3646.

104420A

[Infinite Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3647.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3648.

104386G

[CLC Loves SQRT Technology \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3649.

104386F

[CLC Loves SQRT Technology \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3650.

104386E

[Gridy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3651.

104386D

[Comic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3652.

104386B

[Random Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3653.

104386C

[Prefix Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3654.

104386A

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

Rating: — · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3655.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3656.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3657.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3658.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3659.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3660.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3661.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3662.

104114I

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

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3663.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3664.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3665.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3666.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3667.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3668.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3669.

104349G

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

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3670.

104349F

[Make Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3671.

104349E

[Shift in TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3672.

104349D

[Yet another permutation problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3673.

104349C

[Super Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3674.

104349B

[Least SigDig](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3675.

104349A

[Human Readable](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3676.

104311B

[Strange Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3677.

104311A

[Maximum of n Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3678.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3679.

104283H

[Sequential Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3680.

104283I

[The Secret Key](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3681.

104283F

[Find GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3682.

104283B

[Johny English and Group Formation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3683.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3684.

104064G

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

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3685.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3686.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3687.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3688.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3689.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3690.

102279E

[Elevate To Dominate](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3691.

102279K

[Kostly Cueries](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3692.

102279F

[Flood Season](#) · [Tutorial](#)

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3693.

102279I

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3694.

102279B

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3695.

102279L

[Left or Right? How about neither?](#) · [Tutorial](#)

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3696.

102279C

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3697.

102279G

[Get Higher and Higher](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3698.

102279H

[Houston, Are You There? · Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3699.

102279J

[Jumpity Digits · Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3700.

102279D

[Dahlia The Champion · Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3701.

102279A

[Amsopoly Simple Version · Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3702.

104237G

[Calculating Max Grade · Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3703.

104237J

[Colossal Cash · Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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3704.

104237I

[Mostly Successful Mailman · Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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3705.

104237H

[Sunset Drifting · Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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3706.

104237F

[Perfect Parks · Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3707.

104237C

[Trash Removal · Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3708.

104237D

[Aranara Game \(Easy\) · Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3709.

104237E

[Tree Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3710.

104237A

[Fun with Food Audits](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3711.

104237B

[Road Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3712.

104146M

[Mondriamorsolo](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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3713.

104146J

[Jumpin' Jack Flash](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3714.

104146I

[Image of the Artist as Filipino](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3715.

104146E

[Experiment - Anubis Edition!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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3716.

104146F

[Four Warning](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3717.

104146C

[Codemas Carols](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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3718.

104146B

[Braid](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3719.

104146G

[Good as Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3720.

104146K

[Kyu Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3721.

104146H

[Harvest Moon Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3722.

104146D

[Digital Style!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3723.

104146A

[ABCs of Men and Women](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3724.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3725.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3726.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3727.

103102I

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

Rating: — · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3728.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3729.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3730.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3731.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3732.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3733.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3734.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3735.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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3736.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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3737.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

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3738.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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3739.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3740.

104118E

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

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3741.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3742.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3743.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3744.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3745.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3746.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3747.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3748.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3749.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3750.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3751.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3752.

103306A

[Alice Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3753.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3754.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3755.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3756.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3757.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3758.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3759.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3760.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3761.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3762.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3763.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3764.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3765.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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3766.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3767.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3768.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3769.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3770.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3771.

103049C

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

Rating: — · first AC: 2022-09-28 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3772.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3773.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-28 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3774.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3775.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3776.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3777.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3778.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3779.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3780.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3781.

103256G

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

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3782.

103256F

[Moss Growing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3783.

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3784.

103256E1

[Coins Game \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3785.

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3786.

103256B

[Huron Jam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3787.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3788.

103256A

[Coffee Bar](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3789.

102964F

[Krosh and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3790.

102964E

[Krosh and expected value problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3791.

102964J

[Krosh and order-2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3792.

102964D

[Krosh and series sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3793.

102964G

[Krosh and count arrays problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3794.

102964C

[Find the order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3795.

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3796.

102964B

[Krosh and xor of sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3797.

103643M

[Thomas Game Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3798.

103643L

[Circle Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3799.

103643O

[Painting Fences \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3800.

103643N

[Chiisana Boukensha](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3801.

103643H

[Ziplines](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3802.

103643J

[P=NP Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3803.

103643K

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3804.

103643G

[Shokugeki no Waifu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3805.

103643I

[Late Midnight Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3806.

103643E

[Oops, It's Yesterday Thrice More!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3807.

103643F

[Changing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3808.

103643B

[Operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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3809.

103643D

[Sticky Spelling Situation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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3810.

103643C

[Painting Fences \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

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3811.

103643A

[Meeting Minutes](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3812.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3813.

102051I

[Nate and Integer Coefficient](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3814.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3815.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3816.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3817.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3818.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3819.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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3820.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3821.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3822.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3823.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3824.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3825.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3826.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3827.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3828.

103634B

[Xor or floor ?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3829.

103634C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3830.

103633C

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

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3831.

103633B

[Floor or xor ?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3832.

103633A

[Hatchet](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3833.

102556I

[Riana and the Illuminous Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · last AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3834.

103496E

[Experiment - Pokémon Edition!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3835.

103496M

[Mondrianansala](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3836.

103496L

[Laser Circus](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3837.

103496K

[Kaleidoscope World](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3838.

103496I

[Ice Breaker](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3839.

103496H

[Halcon Collider](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3840.

103496N

[Nene is You](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3841.

103496G

[Galge Gamer Guy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3842.

103496B2

[Basketbology \(Counting\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3843.

103496J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3844.

103496F

[Funny Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3845.

103496D

[Decorum Sensing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3846.

103496C

[Caught in Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3847.

103496B1

[Basketbology \(Decision\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3848.

103496A

[Alice, Bob, and Cindy, and Dani](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3849.

103449D

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

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3850.

103449C

[Find Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3851.

103449B

[Antigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3852.

103449G

[Xor Plains](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3853.

103449A

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3854.

103449E

[Rubik String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3855.

103464A

[Stegosauruses](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3856.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3857.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3858.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3859.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3860.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3861.

103426C

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3862.

103426B

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3863.

103426A

[Bananas Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kira_1234's solution](#)

3864.

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3865.

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3866.

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3867.

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3868.

103241G

[Matching Mispronunciations](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3869.

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3870.

103241E

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

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3871.

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3872.

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3873.

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3874.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3875.

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3876.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3877.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3878.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3879.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3880.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3881.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3882.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3883.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3884.

102623E

[Eight Digital Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3885.

102623F

[Fake Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3886.

102623G

[Gentle Jena](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3887.

102623L

[Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3888.

102623H

[Hay Mower](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3889.

102623C

[Cheat Sheet](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3890.

102623D

[Disaster Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3891.

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3892.

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3893.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3894.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3895.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3896.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3897.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3898.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3899.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3900.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3901.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3902.

101059E

[Palindromic-quadruples](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3903.

101059C

[Gangsters](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3904.

101059B

[Shift and Push](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3905.

101059A

[Horrible boss](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3906.

102556H

[Riana and Humongous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3907.

102556F

[Riana and Fiber Chatroom](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3908.

102556G

[Riana and Gallant Guards](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3909.

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3910.

102556C

[Riana and Commute](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3911.

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3912.

102556B

[Riana and the Blind Date](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3913.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3914.

102625J

[RD Bhaiya and his new token system](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3915.

102625H

[Ye Wali Meri Hai!!](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3916.

102625F

[Basant and the Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3917.

102625E

[Dictator's plan for Valentine's day!](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3918.

102625D

[Best Wishes !!](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3919.

102625A

[Farewell or Best Wishes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3920.

102625C

[Matiyao Be Mid Sem hee toh hai](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3921.

102625B

[Amber Kand](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3922.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3923.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3924.

102861H

[SBC's Hangar](#) · [Tutorial](#)

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3925.

102861N

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3926.

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3927.

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3928.

102861A

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3929.

102861B

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3930.

102861G

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3931.

101353G

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3932.

101353F

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3933.

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3934.

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3935.

101353C

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3936.

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3937.

101353E

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3938.

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3939.

103148A

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3940.

102348J

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3941.

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3942.

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3943.

102348H

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3944.

102348L

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3945.

102348F

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3946.

102348B

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3947.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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3948.

102694F

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Rating: — · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

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3949.

102694E

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3950.

103029D

[John and pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · PyPy 3 (first AC) · Tags: —

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3951.

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3952.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3953.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3954.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

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3955.

102694C

[Sloth Naptime](#) · [Tutorial](#)

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3956.

102694B

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3957.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

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3958.

102942F

[Offer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · PyPy 3 (first AC) · Tags: —

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3959.

102680F

[Calculatus Eliminatus](#) · [Tutorial](#)

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3960.

102680H

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Rating: — · first AC: 2021-01-15 · PyPy 3 (first AC) · Tags: —

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3961.

102680G

[Bike Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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3962.

102680E

[Negigent Norbert](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · PyPy 3 (first AC) · Tags: —

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3963.

102680D

[One](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · PyPy 3 (first AC) · Tags: —

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3964.

102680C

[The Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · PyPy 3 (first AC) · Tags: —

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3965.

102680B

[Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · PyPy 3 (first AC) · Tags: —

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3966.

102680A

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3967.

101490K

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3968.

101490D

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3969.

101490J

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3970.

101490E

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3971.

101490C

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3972.

101490I

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Rating: — · first AC: 2021-01-13 · PyPy 3 (first AC) · Tags: —

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3973.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3974.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · PyPy 3 (first AC) · Tags: —

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3975.

102646E

[Maximizing SCCs](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3976.

102646D

[Team Selection](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3977.

102646C

[Song Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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3978.

102646B

[Combining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3979.

102646A1

[Product of Triples \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kira_1234's solution](#)

3980.

102646A2

[Product of Triples \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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3981.

102911L

[L Textiles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

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3982.

102911I

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

Rating: — · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3983.

102911G

[Gamer Girl Gauntlet](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3984.

102911J

[Junior Prom](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3985.

102911H

[Heavy Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3986.

102911E

[Experiment!](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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3987.

102911K

[Kallipolis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · PyPy 3 (first AC) · Tags: —

[Kira_1234's solution](#)

3988.

102911F

[Folklore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · PyPy 3 (first AC) · Tags: —

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3989.

102911D

[Dancing Queen](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · PyPy 3 (first AC) · Tags: —

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3990.

102911C

[Chocolate Game: Love is War](#) · [Tutorial](#)

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3991.

102911B2

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3992.

102911B1

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

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3993.

102911A

[Academic Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-03 · PyPy 3 (first AC) · Tags: —

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3994.

102644D

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Rating: — · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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3995.

102644C

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Rating: — · first AC: 2020-08-17 · PyPy 3 (first AC) · Tags: —

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3996.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · PyPy 3 (first AC) · Tags: —

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3997.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · PyPy 3 (first AC) · Tags: —

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