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Unique solved — Kirill22

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

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Filters: none

Count: 3,689

1.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,207 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [binary search](#), [brute force](#), [math](#)

[Kirill22's solution](#)

2.

1966A

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3.

2067A

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

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)

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4.

2064A

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

Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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5.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: [graph matchings](#), [greedy](#)

[Kirill22's solution](#)

6.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [sortings](#)

[Kirill22's solution](#)

7.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [math](#), [number theory](#)

[Kirill22's solution](#)

8.

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

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9.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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10.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kirill22's solution](#)

11.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,343 global accepts · Rating: 800 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[Kirill22's solution](#)

12.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,261 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

13.

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

[Kirill22's solution](#)

14.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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15.

1968B

[Prefiqence](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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16.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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17.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,922 global accepts · Rating: 800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

18.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,922 global accepts · Rating: 800 · first AC: 2018-08-25 · last AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kirill22's solution](#)

19.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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20.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kirill22's solution](#)

21.

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kirill22's solution](#)

22.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Kirill22's solution](#)

23.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kirill22's solution](#)

24.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,803 global accepts · Rating: 800 · first AC: 2024-01-03 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Kirill22's solution](#)

25.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

26.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kirill22's solution](#)

27.

1915B

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

Quality: 50,357 global accepts · Rating: 800 · first AC: 2024-01-03 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation

[Kirill22's solution](#)

28.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

29.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

30.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Kirill22's solution](#)

31.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Kirill22's solution](#)

32.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

33.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Kirill22's solution](#)

34.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

35.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

36.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Kirill22's solution](#)

37.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,470 global accepts · Rating: 800 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[Kirill22's solution](#)

38.

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

[Kirill22's solution](#)

39.

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

[Kirill22's solution](#)

40.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Kirill22's solution](#)

41.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,024 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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42.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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43.

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

[Kirill22's solution](#)

44.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

45.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Kirill22's solution](#)

46.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

47.

1777A

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

Quality: 44,018 global accepts · Rating: 800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

48.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kirill22's solution](#)

49.

1783A

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

Quality: 48,727 global accepts · Rating: 800 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[Kirill22's solution](#)

50.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

51.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Kirill22's solution](#)

52.

1781A

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

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Kirill22's solution](#)

53.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kirill22's solution](#)

54.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

55.

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

56.

1769A

[B47C00D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[Kirill22's solution](#)

57.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Kirill22's solution](#)

58.

1746B

[Rebellion](#) · [Tutorial](#)

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59.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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60.

1738A

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61.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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62.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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63.

1733A

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64.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: math

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65.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Kirill22's solution](#)

66.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

67.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

68.

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Kirill22's solution](#)

69.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,177 global accepts · Rating: 800 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

70.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,457 global accepts · Rating: 800 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

71.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,634 global accepts · Rating: 800 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

72.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

73.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Kirill22's solution](#)

74.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,841 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[Kirill22's solution](#)

75.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,178 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[Kirill22's solution](#)

76.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[Kirill22's solution](#)

77.

1702B

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

Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Kirill22's solution](#)

78.

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Kirill22's solution](#)

79.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Kirill22's solution](#)

80.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Kirill22's solution](#)

81.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Kirill22's solution](#)

82.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Kirill22's solution](#)

83.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[Kirill22's solution](#)

84.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Kirill22's solution](#)

85.

1698A

[XOR Mixup](#) · [Tutorial](#)

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[Kirill22's solution](#)

86.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

87.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Kirill22's solution](#)

88.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

89.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

90.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,811 global accepts · Rating: 800 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Kirill22's solution](#)

91.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,409 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

92.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

93.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[Kirill22's solution](#)

94.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Kirill22's solution](#)

95.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[Kirill22's solution](#)

96.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[Kirill22's solution](#)

97.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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98.

1669C

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

Quality: 41,479 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Kirill22's solution](#)

99.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,550 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[Kirill22's solution](#)

100.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,547 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Kirill22's solution](#)

101.

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings
[Kirill22's solution](#)

102.

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Kirill22's solution](#)

103.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Kirill22's solution](#)

104.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Kirill22's solution](#)

105.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[Kirill22's solution](#)

106.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Kirill22's solution](#)

107.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Kirill22's solution](#)

108.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

109.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Kirill22's solution](#)

110.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

111.

1622A

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

Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Kirill22's solution](#)

112.

1584A

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

Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

113.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

114.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

115.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,545 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

116.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Kirill22's solution](#)

117.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

118.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[Kirill22's solution](#)

119.

1579A

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

Quality: 41,996 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[Kirill22's solution](#)

120.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Kirill22's solution](#)

121.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Kirill22's solution](#)

122.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Kirill22's solution](#)

123.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Kirill22's solution](#)

124.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Kirill22's solution](#)

125.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[Kirill22's solution](#)

126.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,514 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Kirill22's solution](#)

127.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[Kirill22's solution](#)

128.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Kirill22's solution](#)

129.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Kirill22's solution](#)

130.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

131.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

132.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

133.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Kirill22's solution](#)

134.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,288 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

135.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,635 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

136.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[Kirill22's solution](#)

137.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,633 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Kirill22's solution](#)

138.

1520A

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

Quality: 58,461 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Kirill22's solution](#)

139.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,126 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

140.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

141.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Kirill22's solution](#)

142.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

143.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

144.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,847 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Kirill22's solution](#)

145.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

146.

1453A

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

Quality: 24,266 global accepts · Rating: 800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

147.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 800 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Kirill22's solution](#)

148.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

149.

1454A

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

Quality: 44,062 global accepts · Rating: 800 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, probabilities

[Kirill22's solution](#)

150.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,683 global accepts · Rating: 800 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

151.

1445A

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Quality: 20,362 global accepts · Rating: 800 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

152.

1437A

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Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kirill22's solution](#)

153.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

154.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

155.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,652 global accepts · Rating: 800 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

156.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

157.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

158.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

159.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

160.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,429 global accepts · Rating: 800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

161.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Kirill22's solution](#)

162.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Kirill22's solution](#)

163.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Kirill22's solution](#)

164.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[Kirill22's solution](#)

165.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[Kirill22's solution](#)

166.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[Kirill22's solution](#)

167.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Kirill22's solution](#)

168.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Kirill22's solution](#)

169.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,810 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Kirill22's solution](#)

170.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,599 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Kirill22's solution](#)

171.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[Kirill22's solution](#)

172.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kirill22's solution](#)

173.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,342 global accepts · Rating: 800 · first AC: 2020-07-17 · last AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

174.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,588 global accepts · Rating: 800 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

175.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Kirill22's solution](#)

176.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

177.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,517 global accepts · Rating: 800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Kirill22's solution](#)

178.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,187 global accepts · Rating: 800 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

179.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Kirill22's solution](#)

180.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,479 global accepts · Rating: 800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Kirill22's solution](#)

181.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,927 global accepts · Rating: 800 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

182.

791A

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

Quality: 257,239 global accepts · Rating: 800 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

183.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,256 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Kirill22's solution](#)

184.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,945 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

185.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,708 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

186.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,300 global accepts · Rating: 800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

187.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

188.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

189.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,127 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

190.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,588 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

191.

1352A

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

Quality: 104,130 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

192.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

193.

1348A

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

Quality: 42,852 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

194.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,273 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Kirill22's solution](#)

195.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,142 global accepts · Rating: 800 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Kirill22's solution](#)

196.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,805 global accepts · Rating: 800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: math
[Kirill22's solution](#)

197.

1328A

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

Quality: 131,912 global accepts · Rating: 800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math
[Kirill22's solution](#)

198.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,825 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: greedy, implementation
[Kirill22's solution](#)

199.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,204 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory
[Kirill22's solution](#)

200.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory
[Kirill22's solution](#)

201.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: implementation
[Kirill22's solution](#)

202.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Kirill22's solution](#)

203.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy, implementation
[Kirill22's solution](#)

204.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math
[Kirill22's solution](#)

205.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

206.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, math

[Kirill22's solution](#)

207.

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

208.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Kirill22's solution](#)

209.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

210.

1234A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

211.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · last AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

212.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Kirill22's solution](#)

213.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · last AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Kirill22's solution](#)

214.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Kirill22's solution](#)

215.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Kirill22's solution](#)

216.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

217.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,461 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

218.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,383 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

219.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Kirill22's solution](#)

220.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

221.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

222.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

223.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kirill22's solution](#)

224.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,065 global accepts · Rating: 800 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

225.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

226.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

227.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

228.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Kirill22's solution](#)

229.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: implementation

[Kirill22's solution](#)

230.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: implementation

[Kirill22's solution](#)

231.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Kirill22's solution](#)

232.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,493 global accepts · Rating: 800 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

[Kirill22's solution](#)

233.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation

[Kirill22's solution](#)

234.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

235.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

236.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

237.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

238.

1030A

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

Quality: 171,466 global accepts · Rating: 800 · first AC: 2018-10-16 · last AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

239.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,166 global accepts · Rating: 800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[Kirill22's solution](#)

240.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,405 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Kirill22's solution](#)

241.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,752 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Kirill22's solution](#)

242.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,465 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

243.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,514 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

244.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,097 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Kirill22's solution](#)

245.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,954 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

246.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,053 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Kirill22's solution](#)

247.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

248.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

249.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,562 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

250.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,031 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

251.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,016 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

252.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,588 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

253.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,381 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Kirill22's solution](#)

254.

112A

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

Quality: 287,278 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

255.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,318 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

256.

231A

[Team](#) · [Tutorial](#)

Quality: 430,295 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Kirill22's solution](#)

257.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,737 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

258.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,498 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Kirill22's solution](#)

259.

71A

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

Quality: 503,300 global accepts · Rating: 800 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Kirill22's solution](#)

260.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

261.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

262.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,496 global accepts · Rating: 800 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

263.

977A

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

Quality: 217,502 global accepts · Rating: 800 · first AC: 2018-05-16 · last AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

264.

2114B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

265.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Kirill22's solution](#)

266.

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kirill22's solution](#)

267.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Kirill22's solution](#)

268.

2007B

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

Quality: 25,596 global accepts · Rating: 900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Kirill22's solution](#)

269.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Kirill22's solution](#)

270.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

271.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Kirill22's solution](#)

272.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

273.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

274.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

275.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

276.

1771A

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

Quality: 25,302 global accepts · Rating: 900 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Kirill22's solution](#)

277.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[Kirill22's solution](#)

278.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

279.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

280.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

281.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 900 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kirill22's solution](#)

282.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

283.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Kirill22's solution](#)

284.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

285.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,561 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

286.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,137 global accepts · Rating: 900 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Kirill22's solution](#)

287.

1675B

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

Quality: 43,297 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

288.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,179 global accepts · Rating: 900 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

289.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Kirill22's solution](#)

290.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

291.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,486 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Kirill22's solution](#)

292.

1582B

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

Quality: 33,366 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

293.

1593B

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

Quality: 40,651 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Kirill22's solution](#)

294.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

295.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,590 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kirill22's solution](#)

296.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Kirill22's solution](#)

297.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,958 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

298.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[Kirill22's solution](#)

299.

1471A

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

Quality: 38,211 global accepts · Rating: 900 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

300.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

301.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

302.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

303.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Kirill22's solution](#)

304.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

305.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Kirill22's solution](#)

306.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,987 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Kirill22's solution](#)

307.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

308.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,078 global accepts · Rating: 900 · first AC: 2020-07-12 · last AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Kirill22's solution](#)

309.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Kirill22's solution](#)

310.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

311.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,682 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Kirill22's solution](#)

312.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

313.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

314.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

315.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,537 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Kirill22's solution](#)

316.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,394 global accepts · Rating: 900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, math

[Kirill22's solution](#)

317.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

318.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[Kirill22's solution](#)

319.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

320.

1238A

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

Quality: 28,062 global accepts · Rating: 900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: math, number theory

[Kirill22's solution](#)

321.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Kirill22's solution](#)

322.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

323.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

324.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

325.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

326.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Kirill22's solution](#)

327.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,694 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

328.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[Kirill22's solution](#)

329.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

330.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

331.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Kirill22's solution](#)

332.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: implementation

[Kirill22's solution](#)

333.

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

334.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

335.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,692 global accepts · Rating: 900 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Kirill22's solution](#)

336.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,913 global accepts · Rating: 900 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

337.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,733 global accepts · Rating: 900 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

338.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,012 global accepts · Rating: 900 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

339.

96A

[Football](#) · [Tutorial](#)

Quality: 193,659 global accepts · Rating: 900 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

340.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[Kirill22's solution](#)

341.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

342.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,388 global accepts · Rating: 900 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Kirill22's solution](#)

343.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,893 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

344.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Kirill22's solution](#)

345.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Kirill22's solution](#)

346.

1968C

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

Quality: 29,264 global accepts · Rating: 1000 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Kirill22's solution](#)

347.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

348.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kirill22's solution](#)

349.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 1000 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

350.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Kirill22's solution](#)

351.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,923 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Kirill22's solution](#)

352.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Kirill22's solution](#)

353.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,699 global accepts · Rating: 1000 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Kirill22's solution](#)

354.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kirill22's solution](#)

355.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

356.

1784A

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

Quality: 17,138 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kirill22's solution](#)

357.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

358.

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Kirill22's solution](#)

359.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

360.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Kirill22's solution](#)

361.

1769B1

[A → 1068D > C\\$0C08CR DC 9C' > C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation, math

[Kirill22's solution](#)

362.

1725B

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

Quality: 28,276 global accepts · Rating: 1000 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Kirill22's solution](#)

363.

1702D

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

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Kirill22's solution](#)

364.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings

[Kirill22's solution](#)

365.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Kirill22's solution](#)

366.

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Kirill22's solution](#)

367.

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kirill22's solution](#)

368.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[Kirill22's solution](#)

369.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

370.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Kirill22's solution](#)

371.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Kirill22's solution](#)

372.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Kirill22's solution](#)

373.

1579E1

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

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

374.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

375.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,941 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Kirill22's solution](#)

376.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Kirill22's solution](#)

377.

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

378.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[Kirill22's solution](#)

379.

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Kirill22's solution](#)

380.

1520C

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

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

381.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Kirill22's solution](#)

382.

1474B

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

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Kirill22's solution](#)

383.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[Kirill22's solution](#)

384.

100950A

[A NO 80 AKCR GC,,AC 0 Aô>C 8C#0D ?C](#)

Rating: 1000 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

385.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Kirill22's solution](#)

386.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,852 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

387.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Kirill22's solution](#)

388.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

389.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Kirill22's solution](#)

390.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Kirill22's solution](#)

391.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Kirill22's solution](#)

392.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[Kirill22's solution](#)

393.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[Kirill22's solution](#)

394.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[Kirill22's solution](#)

395.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[Kirill22's solution](#)

396.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math
[Kirill22's solution](#)

397.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms
[Kirill22's solution](#)

398.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[Kirill22's solution](#)

399.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[Kirill22's solution](#)

400.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: math
[Kirill22's solution](#)

401.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

402.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math, number theory

[Kirill22's solution](#)

403.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation

[Kirill22's solution](#)

404.

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dsu, math

[Kirill22's solution](#)

405.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[Kirill22's solution](#)

406.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: strings

[Kirill22's solution](#)

407.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

408.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Kirill22's solution](#)

409.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Kirill22's solution](#)

410.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

411.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

412.

1197B

[Pillars](#) · [Tutorial](#)

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414.

1174A

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415.

1177A

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416.

1153A

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479A

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69A

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122A

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428.

131A

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429.

58A

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1027A

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434.

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435.

2064B

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437.

2030C

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1917B

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1739B

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1675C

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1557B

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472.

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488.

1366A

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498.

1213B

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499.

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1165A

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1157A

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505.

1119A

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508.

1030B

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1015C

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510.

158B

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511.

2067B

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514.

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515.

2041E

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Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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516.

1982C

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Quality: 21,902 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

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517.

1982B

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

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

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518.

765C

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519.

1704C

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520.

1495A

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521.

908B

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Quality: 7,902 global accepts · Rating: 1200 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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522.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

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523.

1608B

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Quality: 12,487 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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524.

1578E

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525.

1826A

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Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

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526.

1792B

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

[Kirill22's solution](#)

527.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Kirill22's solution](#)

528.

1769C1

[A630d CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, greedy

[Kirill22's solution](#)

529.

1738B

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Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kirill22's solution](#)

530.

1730C

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Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[Kirill22's solution](#)

531.

1729D

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Quality: 30,755 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Kirill22's solution](#)

532.

1703E

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Quality: 27,589 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

533.

1681C

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Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Kirill22's solution](#)

534.

913B

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Quality: 19,464 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, trees

[Kirill22's solution](#)

535.

1097B

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Quality: 35,961 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[Kirill22's solution](#)

536.

1674D

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Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Kirill22's solution](#)

537.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Kirill22's solution](#)

538.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

539.

1671C

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Quality: 25,390 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Kirill22's solution](#)

540.

1669E

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Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[Kirill22's solution](#)

541.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[Kirill22's solution](#)

542.

1637C

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Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

543.

1582C

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Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Kirill22's solution](#)

544.

1598C

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Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Kirill22's solution](#)

545.

1594C

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Quality: 28,343 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Kirill22's solution](#)

546.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Kirill22's solution](#)

547.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

548.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,815 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Kirill22's solution](#)

549.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Kirill22's solution](#)

550.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,465 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

551.

1520D

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Quality: 64,490 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[Kirill22's solution](#)

552.

1497B

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Quality: 27,361 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

553.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

554.

1472D

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Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[Kirill22's solution](#)

555.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

556.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

557.

1433D

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Quality: 30,583 global accepts · Rating: 1200 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Kirill22's solution](#)

558.

1420B

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Quality: 35,815 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Kirill22's solution](#)

559.

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Kirill22's solution](#)

560.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Kirill22's solution](#)

561.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kirill22's solution](#)

562.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Kirill22's solution](#)

563.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

564.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[Kirill22's solution](#)

565.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,919 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

566.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

567.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

568.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Kirill22's solution](#)

569.

630B

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Quality: 8,363 global accepts · Rating: 1200 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

570.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[Kirill22's solution](#)

571.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Kirill22's solution](#)

572.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Kirill22's solution](#)

573.

1355B

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Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Kirill22's solution](#)

574.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Kirill22's solution](#)

575.

1352B

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

Quality: 44,824 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

576.

1352C

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

Quality: 69,776 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Kirill22's solution](#)

577.

1311B

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Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[Kirill22's solution](#)

578.

1343C

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Quality: 44,075 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Kirill22's solution](#)

579.

1334A

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Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

580.

1327B

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Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Kirill22's solution](#)

581.

1328C

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Quality: 33,084 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

582.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Kirill22's solution](#)

583.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[Kirill22's solution](#)

584.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Kirill22's solution](#)

585.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

586.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kirill22's solution](#)

587.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

588.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

589.

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Kirill22's solution](#)

590.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

591.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Kirill22's solution](#)

592.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Kirill22's solution](#)

593.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Kirill22's solution](#)

594.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[Kirill22's solution](#)

595.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[Kirill22's solution](#)

596.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Kirill22's solution](#)

597.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Kirill22's solution](#)

598.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,128 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[Kirill22's solution](#)

599.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math
[Kirill22's solution](#)

600.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —
[Kirill22's solution](#)

601.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[Kirill22's solution](#)

602.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[Kirill22's solution](#)

603.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Kirill22's solution](#)

604.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

605.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

606.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

607.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

608.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Kirill22's solution](#)

609.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math

[Kirill22's solution](#)

610.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[Kirill22's solution](#)

611.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Kirill22's solution](#)

612.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,334 global accepts · Rating: 1200 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Kirill22's solution](#)

613.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

dp, greedy

[Kirill22's solution](#)

614.

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

[Kirill22's solution](#)

615.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Kirill22's solution](#)

616.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Kirill22's solution](#)

617.

2033D

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

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Kirill22's solution](#)

618.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,813 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Kirill22's solution](#)

619.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Kirill22's solution](#)

620.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Kirill22's solution](#)

621.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kirill22's solution](#)

622.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Kirill22's solution](#)

623.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

624.

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

[Kirill22's solution](#)

625.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Kirill22's solution](#)

626.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kirill22's solution](#)

627.

1775B

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

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kirill22's solution](#)

628.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,475 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Kirill22's solution](#)

629.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kirill22's solution](#)

630.

1769C2

[A>00r:B CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[Kirill22's solution](#)

631.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kirill22's solution](#)

632.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Kirill22's solution](#)

633.

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Kirill22's solution](#)

634.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Kirill22's solution](#)

635.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Kirill22's solution](#)

636.

1703F

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

Quality: 30,053 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[Kirill22's solution](#)

637.

1585C

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

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Kirill22's solution](#)

638.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Kirill22's solution](#)

639.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[Kirill22's solution](#)

640.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[Kirill22's solution](#)

641.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees
[Kirill22's solution](#)

642.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,115 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[Kirill22's solution](#)

643.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Kirill22's solution](#)

644.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

645.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Kirill22's solution](#)

646.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[Kirill22's solution](#)

647.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kirill22's solution](#)

648.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kirill22's solution](#)

649.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Kirill22's solution](#)

650.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 1300 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kirill22's solution](#)

651.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[Kirill22's solution](#)

652.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,847 global accepts · Rating: 1300 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

653.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kirill22's solution](#)

654.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

655.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Kirill22's solution](#)

656.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Kirill22's solution](#)

657.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Kirill22's solution](#)

658.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Kirill22's solution](#)

659.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,396 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

660.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kirill22's solution](#)

661.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

662.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

663.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Kirill22's solution](#)

664.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

665.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Kirill22's solution](#)

666.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,184 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Kirill22's solution](#)

667.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[Kirill22's solution](#)

668.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[Kirill22's solution](#)

669.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,011 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Kirill22's solution](#)

670.

1352D

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

Quality: 29,857 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Kirill22's solution](#)

671.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Kirill22's solution](#)

672.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[Kirill22's solution](#)

673.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[Kirill22's solution](#)

674.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[Kirill22's solution](#)

675.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math
[Kirill22's solution](#)

676.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, math

[Kirill22's solution](#)

677.

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers

[Kirill22's solution](#)

678.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Kirill22's solution](#)

679.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[Kirill22's solution](#)

680.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Kirill22's solution](#)

681.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[Kirill22's solution](#)

682.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

683.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

684.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

685.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,814 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[Kirill22's solution](#)

686.

1220B

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Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

687.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Kirill22's solution](#)

688.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,256 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

689.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Kirill22's solution](#)

690.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,680 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Kirill22's solution](#)

691.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Kirill22's solution](#)

692.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Kirill22's solution](#)

693.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,785 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Kirill22's solution](#)

694.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

695.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

696.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

697.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs

and similar, math

[Kirill22's solution](#)

698.

1155C

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

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

699.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Kirill22's solution](#)

700.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Kirill22's solution](#)

701.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[Kirill22's solution](#)

702.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

703.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

704.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · last AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math

[Kirill22's solution](#)

705.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · last AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

706.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Kirill22's solution](#)

707.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

708.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

709.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

710.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Kirill22's solution](#)

711.

1003B

[Binary String Constructing](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

712.

2114E

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

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

[Kirill22's solution](#)

713.

2114D

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

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Kirill22's solution](#)

714.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Kirill22's solution](#)

715.

2066A

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

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716.

1965A

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717.

2032C

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718.

2033E

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730.

1733D1

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731.

1728C

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732.

1706C

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733.

1701C

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734.

1284B

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735.

1097C

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736.

1091C

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737.

1270C

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738.

1652C

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Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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739.

1606C

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740.

1579D

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741.

1559D1

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742.

1520E

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[Kirill22's solution](#)

743.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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744.

1505C

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Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Kirill22's solution](#)

745.

1453B

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[Kirill22's solution](#)

746.

1415C

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Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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747.

1443C

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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Kirill22's solution](#)

748.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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749.

727C

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Quality: 8,961 global accepts · Rating: 1400 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Kirill22's solution](#)

750.

100950B

[BOB and C](#)

Rating: 1400 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

751.

1393B

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[Kirill22's solution](#)

752.

1380B

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Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

753.

1380C

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Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kirill22's solution](#)

754.

1375C

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Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kirill22's solution](#)

755.

630L

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Quality: 4,055 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

756.

630H

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Quality: 5,665 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

757.

1374D

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Quality: 31,094 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[Kirill22's solution](#)

758.

1369C

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Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Kirill22's solution](#)

759.

1370C

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[Kirill22's solution](#)

760.

1110B

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Quality: 16,595 global accepts · Rating: 1400 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

761.

1266C

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Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kirill22's solution](#)

762.

1354C1

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Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Kirill22's solution](#)

763.

1355D

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Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

764.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

765.

1348B

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Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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766.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Kirill22's solution](#)

767.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Kirill22's solution](#)

768.

1316B

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Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Kirill22's solution](#)

769.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[Kirill22's solution](#)

770.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: dp

[Kirill22's solution](#)

771.

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

772.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,351 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Kirill22's solution](#)

773.

1201C

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Quality: 33,242 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Kirill22's solution](#)

774.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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775.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

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776.

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Kirill22's solution](#)

777.

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

778.

1143C

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Quality: 17,649 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Kirill22's solution](#)

779.

1108D

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Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

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780.

1095C

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Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: bitmasks, greedy

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781.

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

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782.

2067C

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Quality: 12,733 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Kirill22's solution](#)

783.

2069C

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Quality: 14,823 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

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784.

2026C

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785.

2007C

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786.

1949B

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787.

1264A

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788.

855B

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789.

1765K

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790.

1765N

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791.

1882C

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792.

908C

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Quality: 7,203 global accepts · Rating: 1500 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

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793.

1804C

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794.

1776L

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Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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795.

1792C

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Quality: 16,759 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

[Kirill22's solution](#)

796.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[Kirill22's solution](#)

797.

1774B

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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

798.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Kirill22's solution](#)

799.

1738C

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Quality: 12,777 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[Kirill22's solution](#)

800.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Kirill22's solution](#)

801.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[Kirill22's solution](#)

802.

1722G

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Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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803.

1466D

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Quality: 14,632 global accepts · Rating: 1500 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

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804.

1675E

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805.

1158A

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Quality: 8,339 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

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806.

1673C

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Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Kirill22's solution](#)

807.

1651C

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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Kirill22's solution](#)

808.

1630A

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Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

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809.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Kirill22's solution](#)

810.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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811.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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812.

1562C

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Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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813.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings
[Kirill22's solution](#)

814.

1547E

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Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[Kirill22's solution](#)

815.

1542B

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Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[Kirill22's solution](#)

816.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
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817.

1482B

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Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Kirill22's solution](#)

818.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[Kirill22's solution](#)

819.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[Kirill22's solution](#)

820.

276C

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

Quality: 39,557 global accepts · Rating: 1500 · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[Kirill22's solution](#)

821.

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Kirill22's solution](#)

822.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Kirill22's solution](#)

823.

1426D

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Quality: 17,601 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Kirill22's solution](#)

824.

100950C

[Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

825.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Kirill22's solution](#)

826.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Kirill22's solution](#)

827.

1418C

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

Quality: 28,138 global accepts · Rating: 1500 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Kirill22's solution](#)

828.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

829.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,391 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

830.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Kirill22's solution](#)

831.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Kirill22's solution](#)

832.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kirill22's solution](#)

833.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Kirill22's solution](#)

834.

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

[Kirill22's solution](#)

835.

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

[Kirill22's solution](#)

836.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,961 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

[Kirill22's solution](#)

837.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

838.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

839.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

840.

1368B

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

Quality: 21,437 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Kirill22's solution](#)

841.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kirill22's solution](#)

842.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[Kirill22's solution](#)

843.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · last AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

844.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Kirill22's solution](#)

845.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Kirill22's solution](#)

846.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, math

[Kirill22's solution](#)

847.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Kirill22's solution](#)

848.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Kirill22's solution](#)

849.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kirill22's solution](#)

850.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[Kirill22's solution](#)

851.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Kirill22's solution](#)

852.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search
[Kirill22's solution](#)

853.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[Kirill22's solution](#)

854.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[Kirill22's solution](#)

855.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math
[Kirill22's solution](#)

856.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[Kirill22's solution](#)

857.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Kirill22's solution](#)

858.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Kirill22's solution](#)

859.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[Kirill22's solution](#)

860.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Kirill22's solution](#)

861.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Kirill22's solution](#)

862.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,472 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kirill22's solution](#)

863.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kirill22's solution](#)

864.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

865.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

866.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Kirill22's solution](#)

867.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[Kirill22's solution](#)

868.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

869.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

870.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kirill22's solution](#)

871.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Kirill22's solution](#)

872.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Kirill22's solution](#)

873.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[Kirill22's solution](#)

874.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[Kirill22's solution](#)

875.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 1500 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[Kirill22's solution](#)

876.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, implementation
[Kirill22's solution](#)

877.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1500 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[Kirill22's solution](#)

878.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: implementation
[Kirill22's solution](#)

879.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2018-11-05 · last AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[Kirill22's solution](#)

880.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[Kirill22's solution](#)

881.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Kirill22's solution](#)

882.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[Kirill22's solution](#)

883.

977E

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Quality: 25,620 global accepts · Rating: 1500 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Kirill22's solution](#)

884.

2059C

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Quality: 12,541 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

[Kirill22's solution](#)

885.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

886.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

887.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Kirill22's solution](#)

888.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: trees

[Kirill22's solution](#)

889.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Kirill22's solution](#)

890.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kirill22's solution](#)

891.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kirill22's solution](#)

892.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[Kirill22's solution](#)

893.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Kirill22's solution](#)

894.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Kirill22's solution](#)

895.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Kirill22's solution](#)

896.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kirill22's solution](#)

897.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[Kirill22's solution](#)

898.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[Kirill22's solution](#)

899.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kirill22's solution](#)

900.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

901.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

902.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Kirill22's solution](#)

903.

1781C

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

Quality: 10,461 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, sortings, strings

[Kirill22's solution](#)

904.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Kirill22's solution](#)

905.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Kirill22's solution](#)

906.

1741E

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

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

907.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Kirill22's solution](#)

908.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Kirill22's solution](#)

909.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Kirill22's solution](#)

910.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Kirill22's solution](#)

911.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Kirill22's solution](#)

912.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Kirill22's solution](#)

913.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

914.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Kirill22's solution](#)

915.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Kirill22's solution](#)

916.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kirill22's solution](#)

917.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

918.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Kirill22's solution](#)

919.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Kirill22's solution](#)

920.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

921.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

922.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Kirill22's solution](#)

923.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

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926.

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1497C2

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933.

100950D

[AD5DD@C 3CÄ5CÔBC FC,,O C60CÄOD\\$8](#)

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934.

1407C

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1396A

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1398C

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1389B

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940.

1374E1

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941.

1373D

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371C

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943.

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1353D

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1349A

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1344A

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1342C

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1334C

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305B

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575D

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1982D

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1970C2

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1002.

1129A1

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759A

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1608C

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1578H

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1012.

1792D

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1013.

1777C

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1783C

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1310A

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1731D

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1021.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Kirill22's solution](#)

1022.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Kirill22's solution](#)

1023.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Kirill22's solution](#)

1024.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Kirill22's solution](#)

1025.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Kirill22's solution](#)

1026.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1027.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Kirill22's solution](#)

1028.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Kirill22's solution](#)

1029.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,399 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Kirill22's solution](#)

1030.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1031.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Kirill22's solution](#)

1032.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Kirill22's solution](#)

1033.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1034.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1035.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Kirill22's solution](#)

1036.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Kirill22's solution](#)

1037.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math
[Kirill22's solution](#)

1038.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Kirill22's solution](#)

1039.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Kirill22's solution](#)

1040.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Kirill22's solution](#)

1041.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Kirill22's solution](#)

1042.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Kirill22's solution](#)

1043.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

1044.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Kirill22's solution](#)

1045.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

1046.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Kirill22's solution](#)

1047.

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

[Kirill22's solution](#)

1048.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Kirill22's solution](#)

1049.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1050.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kirill22's solution](#)

1051.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Kirill22's solution](#)

1052.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[Kirill22's solution](#)

1053.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Kirill22's solution](#)

1054.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

1055.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,663 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Kirill22's solution](#)

1056.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Kirill22's solution](#)

1057.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Kirill22's solution](#)

1058.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Kirill22's solution](#)**1059.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[Kirill22's solution](#)**1060.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Kirill22's solution](#)**1061.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Kirill22's solution](#)**1062.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Kirill22's solution](#)**1063.**

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Kirill22's solution](#)**1064.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kirill22's solution](#)**1065.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Kirill22's solution](#)**1066.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)**1067.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kirill22's solution](#)

1068.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Kirill22's solution](#)

1069.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[Kirill22's solution](#)

1070.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, shortest paths

[Kirill22's solution](#)

1071.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[Kirill22's solution](#)

1072.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

1073.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Kirill22's solution](#)

1074.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Kirill22's solution](#)

1075.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Kirill22's solution](#)

1076.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Kirill22's solution](#)

1077.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Kirill22's solution](#)

1078.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[Kirill22's solution](#)

1079.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

1080.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Kirill22's solution](#)

1081.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,572 global accepts · Rating: 1700 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Kirill22's solution](#)

1082.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Kirill22's solution](#)

1083.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · last AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Kirill22's solution](#)

1084.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Kirill22's solution](#)

1085.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Kirill22's solution](#)

1086.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[Kirill22's solution](#)

1087.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dp

[Kirill22's solution](#)

1088.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[Kirill22's solution](#)

1089.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: *special

[Kirill22's solution](#)

1090.

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2018-11-07 · Mysterious Language (first AC) · Tags: *special

[Kirill22's solution](#)

1091.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Kirill22's solution](#)

1092.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Kirill22's solution](#)

1093.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Kirill22's solution](#)

1094.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[Kirill22's solution](#)

1095.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Kirill22's solution](#)

1096.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Kirill22's solution](#)

1097.

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[Kirill22's solution](#)

1098.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Kirill22's solution](#)

1099.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

math, number theory

[Kirill22's solution](#)

1100.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Kirill22's solution](#)

1101.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Kirill22's solution](#)

1102.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Kirill22's solution](#)

1103.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[Kirill22's solution](#)

1104.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Kirill22's solution](#)

1105.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kirill22's solution](#)

1106.

2007E

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

Rating: 1800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[Kirill22's solution](#)

1107.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1108.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Kirill22's solution](#)

1109.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kirill22's solution](#)

1110.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Kirill22's solution](#)

1111.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

1112.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Kirill22's solution](#)

1113.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[Kirill22's solution](#)

1114.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Kirill22's solution](#)

1115.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

1116.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Kirill22's solution](#)

1117.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kirill22's solution](#)

1118.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings

[Kirill22's solution](#)

1119.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1120.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Kirill22's solution](#)

1121.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Kirill22's solution](#)

1122.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Kirill22's solution](#)

1123.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kirill22's solution](#)

1124.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Kirill22's solution](#)

1125.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Kirill22's solution](#)

1126.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Kirill22's solution](#)

1127.

1769D1

[A,3D0C! CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp

[Kirill22's solution](#)

1128.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Kirill22's solution](#)

1129.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Kirill22's solution](#)

1130.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Kirill22's solution](#)

1131.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[Kirill22's solution](#)

1132.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities
[Kirill22's solution](#)

1133.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[Kirill22's solution](#)

1134.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[Kirill22's solution](#)

1135.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math
[Kirill22's solution](#)

1136.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Kirill22's solution](#)

1137.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[Kirill22's solution](#)

1138.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[Kirill22's solution](#)

1139.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[Kirill22's solution](#)

1140.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Kirill22's solution](#)

1141.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Kirill22's solution](#)

1142.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Kirill22's solution](#)

1143.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Kirill22's solution](#)

1144.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Kirill22's solution](#)

1145.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kirill22's solution](#)

1146.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Kirill22's solution](#)

1147.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Kirill22's solution](#)

1148.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Kirill22's solution](#)

1149.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[Kirill22's solution](#)

1150.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Kirill22's solution](#)

1151.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Kirill22's solution](#)

1152.

1443D

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

Rating: 1800 · first AC: 2020-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Kirill22's solution](#)

1153.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Kirill22's solution](#)

1154.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[Kirill22's solution](#)

1155.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Kirill22's solution](#)

1156.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[Kirill22's solution](#)

1157.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Kirill22's solution](#)

1158.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,937 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Kirill22's solution](#)

1159.

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

[Kirill22's solution](#)

1160.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Kirill22's solution](#)

1161.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings

[Kirill22's solution](#)

1162.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Kirill22's solution](#)

1163.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kirill22's solution](#)

1164.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kirill22's solution](#)

1165.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Kirill22's solution](#)

1166.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kirill22's solution](#)

1167.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1168.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Kirill22's solution](#)

1169.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Kirill22's solution](#)

1170.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Kirill22's solution](#)

1171.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[Kirill22's solution](#)

1172.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

1173.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Kirill22's solution](#)

1174.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[Kirill22's solution](#)

1175.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Kirill22's solution](#)

1176.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

1177.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Kirill22's solution](#)

1178.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1179.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Kirill22's solution](#)

1180.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[Kirill22's solution](#)

1181.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Kirill22's solution](#)

1182.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Kirill22's solution](#)

1183.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Kirill22's solution](#)

1184.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: greedy

[Kirill22's solution](#)

1185.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Kirill22's solution](#)

1186.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1187.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Kirill22's solution](#)

1188.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kirill22's solution](#)

1189.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Kirill22's solution](#)

1190.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Kirill22's solution](#)

1191.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

1192.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[Kirill22's solution](#)

1193.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Kirill22's solution](#)

1194.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

1195.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Kirill22's solution](#)

1196.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Kirill22's solution](#)

1197.

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: implementation, strings

[Kirill22's solution](#)

1198.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

1199.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Kirill22's solution](#)

1200.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-11-09 · GNU C++11 (first AC) · Tags: binary search, two pointers

[Kirill22's solution](#)

1201.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: *special

[Kirill22's solution](#)

1202.

1005E1

[Median on Segments \(Permutations Edition\) · Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Kirill22's solution](#)

1203.

2066B

[White Magic · Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Kirill22's solution](#)

1204.

2064D

[Eating · Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Kirill22's solution](#)

1205.

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

[Kirill22's solution](#)

1206.

717E

[Paint it really, really dark gray · Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Kirill22's solution](#)

1207.

717D

[Dexterina's Lab · Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: games, matrices, probabilities

[Kirill22's solution](#)

1208.

9D

[How many trees? · Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[Kirill22's solution](#)

1209.

2026D

[Sums of Segments · Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Kirill22's solution](#)

1210.

1092F

[Tree with Maximum Cost · Tutorial](#)

Quality: 10,845 global accepts · Rating: 1900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Kirill22's solution](#)

1211.

981D

[Bookshelves · Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Kirill22's solution](#)

1212.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Kirill22's solution](#)

1213.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1214.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Kirill22's solution](#)

1215.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Kirill22's solution](#)

1216.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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1217.

1938C

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Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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1218.

1949C

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Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kirill22's solution](#)

1219.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Kirill22's solution](#)

1220.

633C

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Quality: 3,376 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

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1221.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kirill22's solution](#)

1222.

1704D

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Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Kirill22's solution](#)

1223.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

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1224.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1225.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Kirill22's solution](#)

1226.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Kirill22's solution](#)

1227.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Kirill22's solution](#)

1228.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Kirill22's solution](#)

1229.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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1230.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Kirill22's solution](#)

1231.

1175D

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Quality: 7,067 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Kirill22's solution](#)

1232.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Kirill22's solution](#)

1233.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Kirill22's solution](#)

1234.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

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1235.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Kirill22's solution](#)

1236.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1237.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Kirill22's solution](#)

1238.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kirill22's solution](#)

1239.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Kirill22's solution](#)

1240.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Kirill22's solution](#)

1241.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Kirill22's solution](#)

1242.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[Kirill22's solution](#)

1243.

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Kirill22's solution](#)

1244.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[Kirill22's solution](#)

1245.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Kirill22's solution](#)

1246.

1585D

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Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Kirill22's solution](#)

1247.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kirill22's solution](#)

1248.

1673D

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Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Kirill22's solution](#)

1249.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Kirill22's solution](#)

1250.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Kirill22's solution](#)

1251.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Kirill22's solution](#)

1252.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Kirill22's solution](#)**1253.**

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Kirill22's solution](#)**1254.**

1547F

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Quality: 6,953 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Kirill22's solution](#)**1255.**

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Kirill22's solution](#)**1256.**

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Kirill22's solution](#)**1257.**

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kirill22's solution](#)**1258.**

1471D

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

Rating: 1900 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Kirill22's solution](#)**1259.**

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-23 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: math, number theory

[Kirill22's solution](#)**1260.**

1444B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Kirill22's solution](#)**1261.**

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Kirill22's solution](#)

1262.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[Kirill22's solution](#)

1263.

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

[Kirill22's solution](#)

1264.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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1265.

566D

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Quality: 3,951 global accepts · Rating: 1900 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

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1266.

1383B

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[Kirill22's solution](#)

1267.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[Kirill22's solution](#)

1268.

1371E1

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Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Kirill22's solution](#)

1269.

630E

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Quality: 2,633 global accepts · Rating: 1900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

1270.

1369D

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Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[Kirill22's solution](#)

1271.

1367E

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Quality: 5,845 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

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1272.

1361B

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Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[Kirill22's solution](#)

1273.

1360G

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[Kirill22's solution](#)

1274.

1354D

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Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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1275.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · last AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
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1276.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[Kirill22's solution](#)

1277.

1311F

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Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings
[Kirill22's solution](#)

1278.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[Kirill22's solution](#)

1279.

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
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1280.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[Kirill22's solution](#)

1281.

1303D

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Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[Kirill22's solution](#)

1282.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[Kirill22's solution](#)

1283.

1242B

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Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Kirill22's solution](#)

1284.

1237C2

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Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

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1285.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

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1286.

1228D

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Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Kirill22's solution](#)

1287.

1216E1

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Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[Kirill22's solution](#)

1288.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

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1289.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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1290.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Kirill22's solution](#)

1291.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math

[Kirill22's solution](#)

1292.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Kirill22's solution](#)

1293.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Kirill22's solution](#)

1294.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[Kirill22's solution](#)

1295.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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1296.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

1297.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Kirill22's solution](#)

1298.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Kirill22's solution](#)

1299.

1079D

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: geometry, implementation

[Kirill22's solution](#)

1300.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: *special

[Kirill22's solution](#)

1301.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[Kirill22's solution](#)

1302.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1303.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,505 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Kirill22's solution](#)

1304.

501D

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[Kirill22's solution](#)

1305.

2041M

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Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kirill22's solution](#)

1306.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Kirill22's solution](#)

1307.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

1308.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,863 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kirill22's solution](#)

1309.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Kirill22's solution](#)

1310.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Kirill22's solution](#)

1311.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Kirill22's solution](#)

1312.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Kirill22's solution](#)

1313.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1314.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Kirill22's solution](#)

1315.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar

[Kirill22's solution](#)

1316.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Kirill22's solution](#)

1317.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Kirill22's solution](#)

1318.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,629 global accepts · Rating: 2000 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Kirill22's solution](#)

1319.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kirill22's solution](#)

1320.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Kirill22's solution](#)

1321.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Kirill22's solution](#)

1322.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Kirill22's solution](#)

1323.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1324.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1325.

1725C

[Circular Mirror · Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Kirill22's solution](#)

1326.

1726D

[Edge Split · Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Kirill22's solution](#)

1327.

1702G2

[Passable Paths \(hard version\) · Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kirill22's solution](#)

1328.

1674E

[Breaking the Wall · Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Kirill22's solution](#)

1329.

1674G

[Remove Directed Edges · Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Kirill22's solution](#)

1330.

1632D

[New Year Concert · Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Kirill22's solution](#)

1331.

1616D

[Keep the Average High · Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Kirill22's solution](#)

1332.

1622D

[Shuffle · Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[Kirill22's solution](#)

1333.

1582E

[Pchelyonok and Segments · Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Kirill22's solution](#)

1334.

1209G1

[Into Blocks \(easy version\) · Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Kirill22's solution](#)

1335.

1574D

[The Strongest Build · Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Kirill22's solution](#)

1336.

1567D

[Expression Evaluation Error · Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kirill22's solution](#)

1337.

427E

[Police Patrol · Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, ternary search

[Kirill22's solution](#)

1338.

1521C

[Nastia and a Hidden Permutation · Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[Kirill22's solution](#)

1339.

1415D

[XOR-gun · Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Kirill22's solution](#)

1340.

1454E

[Number of Simple Paths · Tutorial](#)

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Kirill22's solution](#)

1341.

1426F

[Number of Subsequences · Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · last AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[Kirill22's solution](#)

1342.

1417E

[XOR Inverse · Tutorial](#)

Rating: 2000 · first AC: 2020-10-08 · last AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[Kirill22's solution](#)

1343.

1417D

[Make Them Equal · Tutorial](#)

Rating: 2000 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

1344.

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

[Kirill22's solution](#)

1345.

1391D

[505](#) · [Tutorial](#)

Quality: 5,769 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Kirill22's solution](#)

1346.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Kirill22's solution](#)

1347.

314C

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

Quality: 2,004 global accepts · Rating: 2000 · first AC: 2020-08-02 · last AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Kirill22's solution](#)

1348.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Kirill22's solution](#)

1349.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Kirill22's solution](#)

1350.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kirill22's solution](#)

1351.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Kirill22's solution](#)

1352.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Kirill22's solution](#)

1353.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Kirill22's solution](#)

1354.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kirill22's solution](#)

1355.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Kirill22's solution](#)

1356.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Kirill22's solution](#)

1357.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Kirill22's solution](#)

1358.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Kirill22's solution](#)

1359.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Kirill22's solution](#)

1360.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Kirill22's solution](#)

1361.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kirill22's solution](#)

1362.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Kirill22's solution](#)

1363.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Kirill22's solution](#)

1364.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2019-11-22 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Kirill22's solution](#)

1365.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Kirill22's solution](#)

1366.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[Kirill22's solution](#)

1367.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kirill22's solution](#)

1368.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Kirill22's solution](#)

1369.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Kirill22's solution](#)

1370.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Kirill22's solution](#)

1371.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Kirill22's solution](#)

1372.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, sortings

[Kirill22's solution](#)

1373.

498C

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

Quality: 4,189 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, number theory

[Kirill22's solution](#)

1374.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Kirill22's solution](#)

1375.

217B

[Blackboard Fibonacci](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Kirill22's solution](#)

1376.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1377.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Kirill22's solution](#)

1378.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Kirill22's solution](#)

1379.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1380.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Kirill22's solution](#)

1381.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Kirill22's solution](#)

1382.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1383.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

1384.

1930D2

[Sum over all Substrings \(Hard Version\) · Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Kirill22's solution](#)

1385.

1810E

[Monsters · Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Kirill22's solution](#)

1386.

936B

[Sleepy Game · Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[Kirill22's solution](#)

1387.

590B

[Chip 'n Dale Rescue Rangers · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Kirill22's solution](#)

1388.

1906J

[Count BFS Graph · Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kirill22's solution](#)

1389.

1906F

[Maximize The Value · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Kirill22's solution](#)

1390.

768E

[Game of Stones · Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[Kirill22's solution](#)

1391.

1856D

[More Wrong · Tutorial](#)

Quality: 3,789 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive

[Kirill22's solution](#)

1392.

1000E

[We Need More Bosses · Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kirill22's solution](#)

1393.

231E

[Cactus · Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1394.

1218I

[The Light Square · Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, greedy

[Kirill22's solution](#)

1395.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Kirill22's solution](#)

1396.

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

[Kirill22's solution](#)

1397.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Kirill22's solution](#)

1398.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Kirill22's solution](#)

1399.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kirill22's solution](#)

1400.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Kirill22's solution](#)

1401.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Kirill22's solution](#)

1402.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

[Kirill22's solution](#)

1403.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Kirill22's solution](#)

1404.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Kirill22's solution](#)

1405.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Kirill22's solution](#)

1406.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[Kirill22's solution](#)

1407.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Kirill22's solution](#)

1408.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

1409.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Kirill22's solution](#)

1410.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees

[Kirill22's solution](#)

1411.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[Kirill22's solution](#)

1412.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Kirill22's solution](#)

1413.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1414.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Kirill22's solution](#)

1415.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Kirill22's solution](#)

1416.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Kirill22's solution](#)

1417.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[Kirill22's solution](#)

1418.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[Kirill22's solution](#)

1419.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1420.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Kirill22's solution](#)

1421.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Kirill22's solution](#)

1422.

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Kirill22's solution](#)

1423.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Kirill22's solution](#)

1424.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, ternary search

[Kirill22's solution](#)

1425.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[Kirill22's solution](#)

1426.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kirill22's solution](#)

1427.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Kirill22's solution](#)

1428.

100950E

[A 2D vs C CD](#)

Rating: 2100 · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

1429.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

1430.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Kirill22's solution](#)

1431.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Kirill22's solution](#)

1432.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Kirill22's solution](#)

1433.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Kirill22's solution](#)

1434.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Kirill22's solution](#)

1435.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Kirill22's solution](#)

1436.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kirill22's solution](#)

1437.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Kirill22's solution](#)

1438.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-06-15 · last AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Kirill22's solution](#)

1439.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Kirill22's solution](#)

1440.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Kirill22's solution](#)

1441.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Kirill22's solution](#)

1442.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Kirill22's solution](#)

1443.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · last AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Kirill22's solution](#)

1444.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Kirill22's solution](#)

1445.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: binary search, data structures

[Kirill22's solution](#)

1446.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Kirill22's solution](#)

1447.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Kirill22's solution](#)

1448.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Kirill22's solution](#)

1449.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1450.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-06 · last AC: 2020-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Kirill22's solution](#)

1451.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kirill22's solution](#)

1452.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Kirill22's solution](#)

1453.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Kirill22's solution](#)

1454.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

1455.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Kirill22's solution](#)

1456.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[Kirill22's solution](#)

1457.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Kirill22's solution](#)

1458.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Kirill22's solution](#)

1459.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-05-04 · last AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Kirill22's solution](#)

1460.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Kirill22's solution](#)

1461.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-11-13 · GNU C++11 (first AC) · Tags: dp

[Kirill22's solution](#)

1462.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Kirill22's solution](#)

1463.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2026-04-06 · last AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kirill22's solution](#)

1464.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Kirill22's solution](#)

1465.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Kirill22's solution](#)

1466.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory

[Kirill22's solution](#)

1467.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kirill22's solution](#)

1468.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[Kirill22's solution](#)

1469.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Kirill22's solution](#)

1470.

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Kirill22's solution](#)

1471.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Kirill22's solution](#)

1472.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1473.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Kirill22's solution](#)

1474.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Kirill22's solution](#)

1475.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1476.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[Kirill22's solution](#)

1477.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Kirill22's solution](#)

1478.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

1479.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Kirill22's solution](#)

1480.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Kirill22's solution](#)

1481.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Kirill22's solution](#)

1482.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Kirill22's solution](#)

1483.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[Kirill22's solution](#)

1484.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Kirill22's solution](#)

1485.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Kirill22's solution](#)

1486.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Kirill22's solution](#)

1487.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kirill22's solution](#)

1488.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Kirill22's solution](#)

1489.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Kirill22's solution](#)

1490.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Kirill22's solution](#)

1491.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Kirill22's solution](#)

1492.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Kirill22's solution](#)

1493.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Kirill22's solution](#)

1494.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Kirill22's solution](#)

1495.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Kirill22's solution](#)

1496.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Kirill22's solution](#)

1497.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[Kirill22's solution](#)

1498.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Kirill22's solution](#)

1499.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kirill22's solution](#)

1500.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Kirill22's solution](#)

1501.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Kirill22's solution](#)

1502.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Kirill22's solution](#)

1503.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Kirill22's solution](#)

1504.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Kirill22's solution](#)

1505.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Kirill22's solution](#)

1506.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Kirill22's solution](#)

1507.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

1508.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[Kirill22's solution](#)

1509.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[Kirill22's solution](#)

1510.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Kirill22's solution](#)

1511.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Kirill22's solution](#)

1512.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[Kirill22's solution](#)

1513.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Kirill22's solution](#)

1514.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Kirill22's solution](#)

1515.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Kirill22's solution](#)

1516.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1517.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1518.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[Kirill22's solution](#)

1519.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Kirill22's solution](#)

1520.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Kirill22's solution](#)

1521.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Kirill22's solution](#)

1522.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Kirill22's solution](#)

1523.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Kirill22's solution](#)

1524.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Kirill22's solution](#)

1525.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Kirill22's solution](#)

1526.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Kirill22's solution](#)

1527.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Kirill22's solution](#)

1528.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1529.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Kirill22's solution](#)

1530.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kirill22's solution](#)

1531.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

1532.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Kirill22's solution](#)

1533.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Kirill22's solution](#)

1534.

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

[Kirill22's solution](#)

1535.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Kirill22's solution](#)

1536.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Kirill22's solution](#)

1537.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Kirill22's solution](#)

1538.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kirill22's solution](#)

1539.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Kirill22's solution](#)

1540.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kirill22's solution](#)

1541.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Kirill22's solution](#)

1542.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Kirill22's solution](#)

1543.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2020-05-30 · last AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kirill22's solution](#)

1544.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Kirill22's solution](#)

1545.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Kirill22's solution](#)

1546.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Kirill22's solution](#)

1547.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Kirill22's solution](#)

1548.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Kirill22's solution](#)

1549.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kirill22's solution](#)

1550.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, trees

[Kirill22's solution](#)

1551.

1238E

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Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-11 · last AC: 2019-10-11 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Kirill22's solution](#)

1552.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1553.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Kirill22's solution](#)

1554.

1208E

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Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

1555.

1178F1

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Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[Kirill22's solution](#)

1556.

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: *special, geometry

[Kirill22's solution](#)

1557.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Kirill22's solution](#)

1558.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[Kirill22's solution](#)

1559.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, hashing

[Kirill22's solution](#)

1560.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1561.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kirill22's solution](#)

1562.

2069E

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Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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1563.

1965C

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Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kirill22's solution](#)

1564.

2041I

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Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Kirill22's solution](#)

1565.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1566.

872E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Kirill22's solution](#)

1567.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Kirill22's solution](#)

1568.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Kirill22's solution](#)

1569.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, probabilities

[Kirill22's solution](#)

1570.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Kirill22's solution](#)

1571.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Kirill22's solution](#)

1572.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Kirill22's solution](#)

1573.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Kirill22's solution](#)

1574.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Kirill22's solution](#)

1575.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 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

[Kirill22's solution](#)

1576.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Kirill22's solution](#)

1577.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

1578.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

1579.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kirill22's solution](#)

1580.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1581.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

1582.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Kirill22's solution](#)

1583.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[Kirill22's solution](#)

1584.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Kirill22's solution](#)

1585.

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

[Kirill22's solution](#)

1586.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[Kirill22's solution](#)

1587.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1588.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[Kirill22's solution](#)

1589.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Kirill22's solution](#)

1590.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Kirill22's solution](#)

1591.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[Kirill22's solution](#)

1592.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Kirill22's solution](#)

1593.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kirill22's solution](#)

1594.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kirill22's solution](#)

1595.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kirill22's solution](#)

1596.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1597.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Kirill22's solution](#)

1598.

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

[Kirill22's solution](#)

1599.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Kirill22's solution](#)

1600.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Kirill22's solution](#)

1601.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Kirill22's solution](#)

1602.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, probabilities

[Kirill22's solution](#)

1603.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Kirill22's solution](#)

1604.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Kirill22's solution](#)

1605.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Kirill22's solution](#)

1606.

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Kirill22's solution](#)

1607.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1608.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[Kirill22's solution](#)

1609.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

1610.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[Kirill22's solution](#)

1611.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[Kirill22's solution](#)

1612.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Kirill22's solution](#)

1613.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Kirill22's solution](#)

1614.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Kirill22's solution](#)

1615.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Kirill22's solution](#)

1616.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Kirill22's solution](#)

1617.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Kirill22's solution](#)

1618.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Kirill22's solution](#)

1619.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Kirill22's solution](#)

1620.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Kirill22's solution](#)

1621.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2300 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Kirill22's solution](#)

1622.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Kirill22's solution](#)

1623.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Kirill22's solution](#)

1624.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Kirill22's solution](#)

1625.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Kirill22's solution](#)

1626.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Kirill22's solution](#)

1627.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Kirill22's solution](#)

1628.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Kirill22's solution](#)

1629.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Kirill22's solution](#)

1630.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Kirill22's solution](#)

1631.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Kirill22's solution](#)

1632.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Kirill22's solution](#)

1633.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · last AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[Kirill22's solution](#)

1634.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kirill22's solution](#)

1635.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Kirill22's solution](#)

1636.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Kirill22's solution](#)

1637.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1638.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Kirill22's solution](#)

1639.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Kirill22's solution](#)

1640.

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Kirill22's solution](#)

1641.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[Kirill22's solution](#)

1642.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Kirill22's solution](#)

1643.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Kirill22's solution](#)

1644.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Kirill22's solution](#)

1645.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[Kirill22's solution](#)

1646.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Kirill22's solution](#)

1647.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Kirill22's solution](#)

1648.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Kirill22's solution](#)

1649.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Kirill22's solution](#)

1650.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1651.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Kirill22's solution](#)

1652.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Kirill22's solution](#)

1653.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Kirill22's solution](#)

1654.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

1655.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

1656.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Kirill22's solution](#)

1657.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[Kirill22's solution](#)

1658.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1659.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Kirill22's solution](#)

1660.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Kirill22's solution](#)

1661.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Kirill22's solution](#)

1662.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Kirill22's solution](#)

1663.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Kirill22's solution](#)

1664.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Kirill22's solution](#)

1665.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1666.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[Kirill22's solution](#)

1667.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Kirill22's solution](#)

1668.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Kirill22's solution](#)

1669.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Kirill22's solution](#)

1670.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Kirill22's solution](#)

1671.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Kirill22's solution](#)

1672.

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

[Kirill22's solution](#)

1673.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kirill22's solution](#)

1674.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Kirill22's solution](#)

1675.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Kirill22's solution](#)

1676.

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

[Kirill22's solution](#)

1677.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 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

[Kirill22's solution](#)

1678.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Kirill22's solution](#)

1679.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Kirill22's solution](#)

1680.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer

[Kirill22's solution](#)

1681.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Kirill22's solution](#)

1682.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Kirill22's solution](#)

1683.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Kirill22's solution](#)

1684.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Kirill22's solution](#)

1685.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Kirill22's solution](#)

1686.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Kirill22's solution](#)

1687.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kirill22's solution](#)

1688.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Kirill22's solution](#)

1689.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Kirill22's solution](#)

1690.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)

1691.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kirill22's solution](#)

1692.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Kirill22's solution](#)

1693.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Kirill22's solution](#)

1694.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[Kirill22's solution](#)

1695.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

1696.

1632E1

[Distance Tree \(easy version\) · Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Kirill22's solution](#)

1697.

1630D

[Flipping Range · Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Kirill22's solution](#)

1698.

1606D

[Red-Blue Matrix · Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Kirill22's solution](#)

1699.

1582F2

[Korney Korneevich and XOR \(hard version\) · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Kirill22's solution](#)

1700.

1598F

[RBS · Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Kirill22's solution](#)

1701.

1594F

[Ideal Farm · Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

1702.

1592E

[Bored Bakry · Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Kirill22's solution](#)

1703.

1239D

[Catowice City · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Kirill22's solution](#)

1704.

1227F2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

1705.

1542E1

[Abnormal Permutation Pairs \(easy version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Kirill22's solution](#)

1706.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kirill22's solution](#)

1707.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Kirill22's solution](#)

1708.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Kirill22's solution](#)

1709.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Kirill22's solution](#)

1710.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Kirill22's solution](#)

1711.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Kirill22's solution](#)

1712.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Kirill22's solution](#)

1713.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Kirill22's solution](#)

1714.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kirill22's solution](#)

1715.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Kirill22's solution](#)

1716.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Kirill22's solution](#)

1717.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Kirill22's solution](#)

1718.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Kirill22's solution](#)

1719.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Kirill22's solution](#)

1720.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Kirill22's solution](#)

1721.

409I

[Feed the Golorp](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2400 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: *special

[Kirill22's solution](#)

1722.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Kirill22's solution](#)

1723.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kirill22's solution](#)

1724.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Kirill22's solution](#)

1725.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs

[Kirill22's solution](#)

1726.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[Kirill22's solution](#)

1727.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Kirill22's solution](#)

1728.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Kirill22's solution](#)

1729.

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

[Kirill22's solution](#)

1730.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math

[Kirill22's solution](#)

1731.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Kirill22's solution](#)

1732.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Kirill22's solution](#)

1733.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Kirill22's solution](#)

1734.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Kirill22's solution](#)

1735.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Kirill22's solution](#)

1736.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy
[Kirill22's solution](#)

1737.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Kirill22's solution](#)

1738.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[Kirill22's solution](#)

1739.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[Kirill22's solution](#)

1740.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[Kirill22's solution](#)

1741.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: trees
[Kirill22's solution](#)

1742.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[Kirill22's solution](#)

1743.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Kirill22's solution](#)

1744.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[Kirill22's solution](#)

1745.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kirill22's solution](#)

1746.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Kirill22's solution](#)

1747.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1748.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Kirill22's solution](#)

1749.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Kirill22's solution](#)

1750.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Kirill22's solution](#)

1751.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kirill22's solution](#)

1752.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[Kirill22's solution](#)

1753.

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

[Kirill22's solution](#)

1754.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[Kirill22's solution](#)

1755.

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

[Kirill22's solution](#)

1756.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Kirill22's solution](#)

1757.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Kirill22's solution](#)

1758.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Kirill22's solution](#)

1759.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Kirill22's solution](#)

1760.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Kirill22's solution](#)

1761.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Kirill22's solution](#)

1762.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Kirill22's solution](#)

1763.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Kirill22's solution](#)

1764.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Kirill22's solution](#)

1765.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Kirill22's solution](#)

1766.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Kirill22's solution](#)

1767.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Kirill22's solution](#)

1768.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Kirill22's solution](#)

1769.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kirill22's solution](#)

1770.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Kirill22's solution](#)

1771.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Kirill22's solution](#)

1772.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Kirill22's solution](#)

1773.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Kirill22's solution](#)

1774.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Kirill22's solution](#)

1775.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Kirill22's solution](#)

1776.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, graphs, trees

[Kirill22's solution](#)

1777.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Kirill22's solution](#)

1778.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[Kirill22's solution](#)

1779.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Kirill22's solution](#)

1780.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Kirill22's solution](#)

1781.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Kirill22's solution](#)

1782.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Kirill22's solution](#)

1783.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Kirill22's solution](#)

1784.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kirill22's solution](#)

1785.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Kirill22's solution](#)

1786.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Kirill22's solution](#)

1787.

438C

[The Child and Polygon](#) · [Tutorial](#)

Quality: 2500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Kirill22's solution](#)

1788.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Kirill22's solution](#)

1789.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Kirill22's solution](#)

1790.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Kirill22's solution](#)

1791.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Kirill22's solution](#)

1792.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Kirill22's solution](#)

1793.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Kirill22's solution](#)

1794.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1795.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Kirill22's solution](#)

1796.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Kirill22's solution](#)

1797.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kirill22's solution](#)

1798.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · last AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kirill22's solution](#)

1799.

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Kirill22's solution](#)

1800.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Kirill22's solution](#)

1801.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Kirill22's solution](#)

1802.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[Kirill22's solution](#)

1803.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[Kirill22's solution](#)

1804.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Kirill22's solution](#)

1805.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Kirill22's solution](#)

1806.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Kirill22's solution](#)

1807.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Kirill22's solution](#)

1808.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kirill22's solution](#)

1809.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kirill22's solution](#)

1810.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Kirill22's solution](#)

1811.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[Kirill22's solution](#)

1812.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2024-03-17 · last AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

1813.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2023-11-12 · last AC: 2024-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Kirill22's solution](#)

1814.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-07-13 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Kirill22's solution](#)

1815.

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

[Kirill22's solution](#)

1816.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[Kirill22's solution](#)

1817.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1818.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[Kirill22's solution](#)

1819.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Kirill22's solution](#)

1820.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Kirill22's solution](#)

1821.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Kirill22's solution](#)

1822.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Kirill22's solution](#)

1823.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kirill22's solution](#)

1824.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Kirill22's solution](#)

1825.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Kirill22's solution](#)

1826.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Kirill22's solution](#)

1827.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Kirill22's solution](#)

1828.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Kirill22's solution](#)

1829.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Kirill22's solution](#)

1830.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Kirill22's solution](#)

1831.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, greedy

[Kirill22's solution](#)

1832.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Kirill22's solution](#)

1833.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[Kirill22's solution](#)

1834.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Kirill22's solution](#)

1835.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Kirill22's solution](#)

1836.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Kirill22's solution](#)

1837.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Kirill22's solution](#)

1838.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Kirill22's solution](#)

1839.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

1840.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Kirill22's solution](#)

1841.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Kirill22's solution](#)

1842.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Kirill22's solution](#)

1843.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[Kirill22's solution](#)

1844.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1845.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Kirill22's solution](#)

1846.

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Kirill22's solution](#)

1847.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Kirill22's solution](#)

1848.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[Kirill22's solution](#)

1849.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Kirill22's solution](#)

1850.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Kirill22's solution](#)

1851.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · last AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Kirill22's solution](#)

1852.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Kirill22's solution](#)

1853.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Kirill22's solution](#)

1854.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Kirill22's solution](#)

1855.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Kirill22's solution](#)

1856.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Kirill22's solution](#)

1857.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[Kirill22's solution](#)

1858.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[Kirill22's solution](#)

1859.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kirill22's solution](#)

1860.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Kirill22's solution](#)

1861.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, math

[Kirill22's solution](#)

1862.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Kirill22's solution](#)

1863.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1864.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2024-12-26 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graph matchings

[Kirill22's solution](#)

1865.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices

[Kirill22's solution](#)

1866.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[Kirill22's solution](#)

1867.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[Kirill22's solution](#)

1868.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Kirill22's solution](#)

1869.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Kirill22's solution](#)

1870.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,316 global accepts · Rating: 2700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Kirill22's solution](#)

1871.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

1872.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Kirill22's solution](#)

1873.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Kirill22's solution](#)

1874.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Kirill22's solution](#)

1875.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Kirill22's solution](#)

1876.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Kirill22's solution](#)

1877.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Kirill22's solution](#)

1878.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Kirill22's solution](#)

1879.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[Kirill22's solution](#)

1880.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[Kirill22's solution](#)

1881.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Kirill22's solution](#)

1882.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kirill22's solution](#)

1883.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Kirill22's solution](#)

1884.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[Kirill22's solution](#)

1885.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Kirill22's solution](#)

1886.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Kirill22's solution](#)

1887.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[Kirill22's solution](#)

1888.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[Kirill22's solution](#)

1889.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[Kirill22's solution](#)

1890.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[Kirill22's solution](#)

1891.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[Kirill22's solution](#)

1892.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[Kirill22's solution](#)

1893.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[Kirill22's solution](#)

1894.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[Kirill22's solution](#)

1895.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[Kirill22's solution](#)

1896.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive
[Kirill22's solution](#)

1897.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Kirill22's solution](#)

1898.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Kirill22's solution](#)

1899.

2052K

[Knows and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

1900.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[Kirill22's solution](#)

1901.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Kirill22's solution](#)

1902.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kirill22's solution](#)

1903.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Kirill22's solution](#)

1904.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Kirill22's solution](#)

1905.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

1906.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

1907.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[Kirill22's solution](#)

1908.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[Kirill22's solution](#)

1909.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees
[Kirill22's solution](#)

1910.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees
[Kirill22's solution](#)

1911.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths
[Kirill22's solution](#)

1912.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees
[Kirill22's solution](#)

1913.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees
[Kirill22's solution](#)

1914.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[Kirill22's solution](#)

1915.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings
[Kirill22's solution](#)

1916.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees
[Kirill22's solution](#)

1917.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[Kirill22's solution](#)

1918.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Kirill22's solution](#)

1919.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Kirill22's solution](#)

1920.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kirill22's solution](#)

1921.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Kirill22's solution](#)

1922.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Kirill22's solution](#)

1923.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kirill22's solution](#)

1924.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Kirill22's solution](#)

1925.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Kirill22's solution](#)

1926.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Kirill22's solution](#)

1927.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings

[Kirill22's solution](#)

1928.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities
[Kirill22's solution](#)

1929.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[Kirill22's solution](#)

1930.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2022-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities
[Kirill22's solution](#)

1931.

1652F

[Minimal String Xoration](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, strings
[Kirill22's solution](#)

1932.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive
[Kirill22's solution](#)

1933.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[Kirill22's solution](#)

1934.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation
[Kirill22's solution](#)

1935.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[Kirill22's solution](#)

1936.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[Kirill22's solution](#)

1937.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[Kirill22's solution](#)

1938.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · last AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Kirill22's solution](#)**1939.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[Kirill22's solution](#)**1940.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Kirill22's solution](#)**1941.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kirill22's solution](#)**1942.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)**1943.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Kirill22's solution](#)**1944.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Kirill22's solution](#)**1945.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Kirill22's solution](#)**1946.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Kirill22's solution](#)**1947.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kirill22's solution](#)

1948.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Kirill22's solution](#)

1949.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

1950.

819C

[Mister B and Beacons on Field](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Kirill22's solution](#)

1951.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Kirill22's solution](#)

1952.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kirill22's solution](#)

1953.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Kirill22's solution](#)

1954.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Kirill22's solution](#)

1955.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[Kirill22's solution](#)

1956.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Kirill22's solution](#)

1957.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kirill22's solution](#)

1958.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory, sortings

[Kirill22's solution](#)

1959.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Kirill22's solution](#)

1960.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Kirill22's solution](#)

1961.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Kirill22's solution](#)

1962.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Kirill22's solution](#)

1963.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kirill22's solution](#)

1964.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Kirill22's solution](#)

1965.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Kirill22's solution](#)

1966.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kirill22's solution](#)

1967.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Kirill22's solution](#)

1968.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Kirill22's solution](#)

1969.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[Kirill22's solution](#)

1970.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[Kirill22's solution](#)

1971.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[Kirill22's solution](#)

1972.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[Kirill22's solution](#)

1973.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft
[Kirill22's solution](#)

1974.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices
[Kirill22's solution](#)

1975.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[Kirill22's solution](#)

1976.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[Kirill22's solution](#)

1977.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Kirill22's solution](#)

1978.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[Kirill22's solution](#)

1979.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[Kirill22's solution](#)

1980.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2021-07-31 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Kirill22's solution](#)

1981.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[Kirill22's solution](#)

1982.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Kirill22's solution](#)

1983.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Kirill22's solution](#)

1984.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, trees

[Kirill22's solution](#)

1985.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kirill22's solution](#)

1986.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Kirill22's solution](#)

1987.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Kirill22's solution](#)

1988.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Kirill22's solution](#)

1989.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Kirill22's solution](#)

1990.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Kirill22's solution](#)

1991.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Kirill22's solution](#)

1992.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Kirill22's solution](#)

1993.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Kirill22's solution](#)

1994.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[Kirill22's solution](#)

1995.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Kirill22's solution](#)

1996.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Kirill22's solution](#)

1997.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[Kirill22's solution](#)

1998.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Kirill22's solution](#)

1999.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Kirill22's solution](#)

2000.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Kirill22's solution](#)

2001.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 3100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Kirill22's solution](#)

2002.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Kirill22's solution](#)

2003.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Kirill22's solution](#)

2004.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kirill22's solution](#)

2005.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Kirill22's solution](#)

2006.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2007.

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Kirill22's solution](#)

2008.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kirill22's solution](#)

2009.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy

[Kirill22's solution](#)

2010.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Kirill22's solution](#)

2011.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Kirill22's solution](#)

2012.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search

[Kirill22's solution](#)

2013.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Kirill22's solution](#)

2014.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Kirill22's solution](#)

2015.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Kirill22's solution](#)

2016.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Kirill22's solution](#)

2017.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Kirill22's solution](#)

2018.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

2019.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kirill22's solution](#)

2020.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Kirill22's solution](#)

2021.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kirill22's solution](#)

2022.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kirill22's solution](#)

2023.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Kirill22's solution](#)

2024.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Kirill22's solution](#)

2025.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, strings

[Kirill22's solution](#)

2026.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: number theory, trees

[Kirill22's solution](#)

2027.

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Kirill22's solution](#)

2028.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Kirill22's solution](#)

2029.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[Kirill22's solution](#)

2030.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, trees

[Kirill22's solution](#)

2031.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive

[Kirill22's solution](#)

2032.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2022-04-29 · last AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: games

[Kirill22's solution](#)

2033.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math, probabilities

[Kirill22's solution](#)

2034.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Kirill22's solution](#)

2035.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Kirill22's solution](#)

2036.

2066F

[Curse](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 3300 · first AC: 2025-02-19 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[Kirill22's solution](#)

2037.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Kirill22's solution](#)

2038.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[Kirill22's solution](#)

2039.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kirill22's solution](#)

2040.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Kirill22's solution](#)

2041.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kirill22's solution](#)

2042.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Kirill22's solution](#)

2043.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Kirill22's solution](#)

2044.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[Kirill22's solution](#)

2045.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory

[Kirill22's solution](#)

2046.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Kirill22's solution](#)

2047.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Kirill22's solution](#)

2048.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Kirill22's solution](#)

2049.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kirill22's solution](#)

2050.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Kirill22's solution](#)

2051.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, trees

[Kirill22's solution](#)

2052.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Kirill22's solution](#)

2053.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, math, number theory

[Kirill22's solution](#)

2054.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Kirill22's solution](#)

2055.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[Kirill22's solution](#)

2056.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, meet-in-the-middle

[Kirill22's solution](#)

2057.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2022-05-01 · last AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Kirill22's solution](#)

2058.

106487E

[Camino a la OIE](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2059.

106487D

[Ladrones en el museo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2060.

106487C

[Copia de seguridad corrupta](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2061.

106487B

[Canal con interferencias](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2062.

106487A

[Dots and dashes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2063.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2064.

100589A

[Queries on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2065.

106242H

[Claire's Journey \(wall\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2066.

106242F

[Root Distance Sum \(rootsum\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2067.

106242I

[Another Construction Problem \(construct\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2068.

106242E

[K-th Unique Element \(unique\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2069.

106242D

[GL Convolution \(gcdlcm\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2070.

106242C

[Trees and Flowers \(flower\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2071.

106242G

[DVDlogo \(dvdlogo\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2072.

106242B

[Sushibwoah \(sushi\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2073.

106242A

[Finding Socks \(socks\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2074.

106262C

[The Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · last AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2075.

106262F

[Map and Fold](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2076.

106262D

[Drinking Culture](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2077.

106262K

[Toxic Culinary](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2078.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2079.

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2080.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2081.

106262B

[DJ Nicholas](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2082.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2083.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2084.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2085.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2086.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2087.

106178G

[Gridoland Power Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2088.

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2089.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2090.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2091.

106178B

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

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2092.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2093.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2094.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2095.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2096.

106178F

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

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2097.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2098.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2099.

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2100.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2101.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2102.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2103.

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2104.

106193G

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2105.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2106.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · PyPy 3 (first AC) · Tags: —

[Kirill22's solution](#)

2107.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2108.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2109.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2110.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2111.

105627C

[Moderation in All Things](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · last AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2112.

105627D

[Cup of Tea](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2113.

105627K

[Monsters' Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2114.

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2115.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2116.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2117.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2118.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2119.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2120.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2121.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2122.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2123.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2124.

106189I

[Agronomist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2125.

106189E

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

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2126.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2127.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2128.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

2129.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2130.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2131.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2132.

106189L

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

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2133.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2134.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2135.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2136.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2137.

102759B

[Cactus Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2138.

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2139.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2140.

102760E

[Min-hashing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2141.

102760H

[Mock Competition Marketing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2142.

102760B

[Bombs In My Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2143.

102760D

[Fix Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2144.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2145.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2146.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2147.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2148.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · last AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2149.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2150.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2151.

102759G

[LCS 8](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2152.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2153.

100800F

[Physiognomy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2154.

100800L

[Telescope](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2155.

100800E

[Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2156.

100800K

[Call a Cab](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2157.

100800D

[Slant Drilling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2158.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2159.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2160.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2161.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2162.

100800A

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

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2163.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2164.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2165.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2166.

104345M

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

Rating: — · first AC: 2025-09-16 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2167.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · last AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2168.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2169.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2170.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2171.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2172.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2173.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2174.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2175.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2176.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2177.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2178.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2179.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2180.

105401J

[Running in the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2181.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2182.

105401D

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

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2183.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2184.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2185.

105401F

[Jenga Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2186.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2187.

105401I

[Mukjippa](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2188.

105401M

[White-Black-Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2189.

102891F

[Alarm Clocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2190.

102891E

[Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2191.

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2192.

102891B

[Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2193.

102891A

[Apples and Oranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2194.

106084H

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2195.

106084G

[Gamer Bafuko](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2196.

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2197.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2198.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2199.

106084D

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

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2200.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2201.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2202.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2203.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2204.

106084E

[Explosive Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2205.

106084F

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

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2206.

105358B

[Mountain Booking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2207.

105358D

[Query on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2208.

105358H

[Points Selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2209.

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2210.

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2211.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2212.

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2213.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2214.

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2215.

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2216.

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2217.

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2218.

105292G

[Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2219.

105292B

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

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2220.

105292E

[Employees Selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2221.

105292F

[Forever on a Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2222.

105292K

[King Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2223.

105292M

[Melting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2224.

105292J

[Just Do it!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2225.

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2226.

105292I

[Image Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2227.

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2228.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2229.

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2230.

104345E

[Double-Colored Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2231.

104345K

[Two Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2232.

104345A

[Ring Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2233.

104345I

[Similarity Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2234.

104345L

[Village Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2235.

104345C

[A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2236.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2237.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2238.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2239.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2240.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2241.

104345H

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

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2242.

102201B

[Bohemian Rhaksody](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2243.

102201G

[Good Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2244.

102201C

[Cactus Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2245.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2246.

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2247.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2248.

102201I

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

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2249.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2250.

102201D

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2251.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2252.

102202F

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2253.

102202H

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2254.

102202A

[Rainbow Beads](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2255.

102202B

[Gosu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2256.

102202C

[Voronoi Diagram Again](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2257.

102202D

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2258.

102202E

[Water Knows the Answer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2259.

102202G

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

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2260.

102202I

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2261.

106033H

[Harmony Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2262.

106033K

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

Rating: — · first AC: 2025-09-10 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2263.

106033G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2264.

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2265.

106033F

[Fair Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2266.

106033M

[Minimax Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2267.

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2268.

106033A

[ABABABABA](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2269.

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2270.

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2271.

106033E

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

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2272.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2273.

103990A

[AibohphobiA](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2274.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2275.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2276.

103990D

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

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2277.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2278.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2279.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · PyPy 3 (first AC) · Tags: —

[Kirill22's solution](#)

2280.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2281.

103373I

[ICPC Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2282.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2283.

101561B

[Coin Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · last AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2284.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2285.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2286.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2287.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

2288.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2289.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2290.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2291.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2292.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · last AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2293.

101234H

[Split Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2294.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2295.

101234B

[Bored Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2296.

101234E

[Lines Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2297.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2298.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2299.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2300.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2301.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2302.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2303.

103328G

[AB Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2304.

103328A

[Traffic Jam](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2305.

103328L

[Dungeon Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-01 · last AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2306.

103328F

[Prime Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · last AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2307.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2308.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2309.

103328I

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

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2310.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2311.

103328D

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

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2312.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2313.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2314.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2315.

101353G

[XOR 'em all](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2316.

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2317.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2318.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2319.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2320.

101353F

[Halum and Candies](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2321.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2322.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2323.

104097E

[Y}Y P N Sã•Š \(Escape\)](#)

Rating: — · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2324.

104097H

[W %•• \(Compass\)](#)

Rating: — · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2325.

104097C

[~ sN—ój \(Ceremony\)](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2326.

104097F

[LCA • Jb2 \(LCA\)](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2327.

104097G

[^x•Kex\[W \(Number\)](#)

Rating: — · first AC: 2025-08-24 · last AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2328.

104097D

[\~v.,•Jb2 \(Game\)](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2329.

104097B

[fôR Trivial v.,~Lvî \(Quãdrival\)](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2330.

104097I

[\[P-ÆT·TÖc\(SOS\)](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2331.

104097A

[e¹XJs \(Tower\)](#)

Rating: — · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2332.

104830D

[Farmland Management \(farming\) · Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2333.

104830H

[Ore Excavation \(ore\) · Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2334.

104830G

[Lunch Time \(lunch\) · Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2335.

104830A

[Antenna \(antenna\) · Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2336.

104830B

[Bubble Tea \(bubbletea\) · Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2337.

104830I

[Transportation Vouchers \(voucher\) · Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2338.

104830C

[Extra Sign-up Application \(course\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2339.

104830E

[Nibbler Frieren \(frieren\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2340.

104830F

[Level Design \(level\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2341.

104619G

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

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

[Kirill22's solution](#)

2342.

104619D

[Divide a Convex](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2343.

104619I

[Introversion](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2344.

104619F

[Finding Bridges](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2345.

104619H

[Heap Structure](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2346.

104619E

[Exponentiation](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2347.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2348.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2349.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2350.

104619J

[Java Warriors](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2351.

104619K

[Kick](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2352.

104619L

[Location, Location, Location](#) · [Tutorial](#)

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

[Kirill22's solution](#)

2353.

105383H

[Harmonious Passage of Magicians](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2354.

105383L

[Lexicopolis](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2355.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2356.

105383G

[Game of Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2357.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2358.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2359.

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2360.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2361.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2362.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2363.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2364.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2365.

105570D

[Building Gondola \(gondola\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2366.

105570I

[Huge Cannon Volleyball \(volleyball\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2367.

105570B

[Growing Cucumbers \(cucumber\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2368.

105570F

[Railway Renovation \(rail\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2369.

105570E

[Horse Racing In The Wilderness \(horse\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2370.

105570C

[Get Out Away \(getoutaway\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2371.

105570H

[The Taiko Problem \(taiko\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2372.

105570G

[Soccer \(soccer\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2373.

105570A

[Challenges in Bolivia \(challenges\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2374.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2375.

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2376.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2377.

101806U

[United States of Eurasia](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2378.

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2379.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2380.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2381.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · last AC: 2025-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2382.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2383.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2384.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2385.

102058J

[Rising Sun](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2386.

102058K

[Voronoi Diagram Returns](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2387.

102058L

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

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2388.

102058M

[Coke Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2389.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2390.

102059C

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Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2391.

102059E

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Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2392.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2393.

102059K

[Interesting Drug](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2394.

102059J

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

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2395.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2396.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2397.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2398.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2399.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2400.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2401.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2402.

105973K

[Math Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2403.

105973D

[Symmetric Swap](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2404.

105973H

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

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2405.

105973I

[Statue on a Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2406.

105973E

[The Perfect Spider Web](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2407.

105973B

[Red Dead Redemption 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2408.

105973C

[Binomial XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2409.

105973A

[Edgy Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2410.

105973J

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

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2411.

105973G

[MEX-imum Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2412.

105973F

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

Rating: — · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2413.

105870D

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

Rating: — · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2414.

105870B

[Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2415.

105870A

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

Rating: — · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2416.

100200A

[Unique Attack](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2417.

105667C

[MIT Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2418.

105667B

[Snakes on a Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · last AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2419.

105667A

[Toy Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2420.

105667E

[Colored Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2421.

105666D

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2422.

105667D

[Path Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2423.

105666E

[Inverse Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2424.

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2425.

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2426.

105666C

[Not-So-Long Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2427.

105668F

[AAB !” BAA](#)[Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2428.

105668G

[Grid and Numbers Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2429.

105668E

[Missing Number Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2430.

105668D

[Scoreboard Screenshots](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2431.

105668C

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

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2432.

105668B

[M\(IT\)+](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2433.

105668A

[MIT Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2434.

105837D

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

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2435.

105837A

[Balls and Bins](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2436.

105837B

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2437.

105837C

[Busy Beaver's Colorful Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2438.

105837E

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

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2439.

105822C

[Feeding Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2440.

105822A

[Nice Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2441.

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2442.

105822D

[Beaverland](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2443.

105822E

[Anti-Sorting Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2444.

105125E

[Irrational Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2445.

105125D

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

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2446.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2447.

105125B

[Tim the Marksman](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2448.

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2449.

104937E

[Monitoring Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2450.

104937C

[Square Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2451.

105786J

[Making 0s](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2452.

105786K

[Hydra](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2453.

105786L

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2454.

105786G

[Miyamura and Cake](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2455.

105786I

[GCD Splicing](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2456.

105786H

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

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2457.

105786F

[7s](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2458.

105786E

[Good Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2459.

105786D

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

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2460.

105786C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2461.

105786B

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

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2462.

105786A

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

Rating: — · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2463.

105637D

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2464.

105637H

[Network Topology in Hezardastan](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2465.

105637G

[Laboratory Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

2466.

105637I

[Windcatchers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2467.

105637C

[Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2468.

105637K

[Iranian Hazfi Cup](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2469.

105637J

[Magic with Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2470.

105637E

[Parking Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2471.

105637A

[Final Price](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2472.

105637F

[Ammunition Storage](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2473.

105637B

[Flower Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2474.

105723A

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2475.

105723H

[Flip to Zero](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2476.

105723F

[Rotating Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2477.

105723E

[Aloy and the Forbidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2478.

105723K

[Primal Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2479.

105723C

[Palindromic Palindrome Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2480.

105723D

[Strong Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2481.

105723G

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2482.

105723J

[No Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2483.

105723I

[The Art of Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2484.

105723B

[The Absolute MEX Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2485.

105805F

[Enigmatic Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2486.

105805E2

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2487.

105805E1

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2488.

105805D

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2489.

105805C

[Again Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2490.

105805B

[Kaosar Loves Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2491.

105805A

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

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2492.

100963J

[Once Upon A Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2493.

102354I

[From Modular to Rational](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2494.

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2495.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2496.

104656C2

[New Elements, Part 2 C2](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2497.

103003E

[Dream and the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-15 · last AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2498.

101773E

[Max \$\mathcal{B}\$ -Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · last AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2499.

102268H

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2500.

104937D

[K-Good Subsequences](#) · [Tutorial](#)

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2501.

104937A

[Multisets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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2502.

104937B

[Beavers and Revaebs](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2503.

104936F

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Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2504.

104936D

[Collecting Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · last AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2505.

104936E

[101 Things To Do Before You Graduate](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2506.

104936C

[Delete One Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2507.

104936B

[Taking an Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2508.

104936A

[MITIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2509.

104935E

[Connecting Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2510.

104935F

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

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2511.

104935D

[Tree 2-Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2512.

104935C

[Tromino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2513.

104935A

[Monotonically Increasing Tardiness Informatics Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2514.

104935B

[Min-Max Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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2515.

104511H

[Axington](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2516.

104511I

[Love at Cafe Liebe \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · last AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2517.

104511G

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Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2518.

104511E

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Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2519.

104511D

[Hillington](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2520.

104511C

[Tree Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2521.

104511B

[Bessie's Money](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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2522.

104511A

[Chunky Turnip Fan Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2523.

104511F

[Love at Cafe Liebe \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2524.

105584D

[A Bug That's Not a Pill Bug](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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2525.

105584C

[Honeycomb Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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2526.

105584B

[Overtaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2527.

105584A

[Snacks within 300 Yen](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2528.

103643T

[Revert to Zero](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2529.

103643Q

[Kirito's Password](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2530.

103643S

[Gin-chan's Odd Jobs](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2531.

103643P

[Reincarnation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · last AC: 2025-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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2532.

103643O

[Painting Fences \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

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2533.

103643N

[Chiisana Boukensha](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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2534.

103643M

[Thomas Game Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · last AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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2535.

103643L

[Circle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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2536.

103643R

[Quantum Fluctuations](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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2537.

103643H

[Ziplines](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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2538.

103643I

[Late Midnight Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2539.

103643G

[Shokugeki no Waifu](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2540.

103643F

[Changing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2541.

103643E

[Oops, It's Yesterday Thrice More!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2542.

103643D

[Sticky Spelling Situation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2543.

103643C

[Painting Fences \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2544.

103643B

[Operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2545.

103643A

[Meeting Minutes](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2546.

103643J

[P=NP Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2547.

103643K

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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2548.

105284H

[Thomas Sometimes Hides His Feelings in C++](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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2549.

105284G

[Ifrit Tile](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2550.

105284E

[Waymo orzorzorz](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2551.

105284J

[Grid Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2552.

105284F

[Stage 4](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2553.

105284D

[Kawaii the Rinbot](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2554.

105284C

[Monkey Math Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2555.

105284B

[Monkey Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2556.

105284A

[P!=NP](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2557.

105283B

[Ifrit Tile 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2558.

105283C

[Phonier](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2559.

105283D

[Parallel Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2560.

105283E

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2561.

105283F

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2562.

105283H

[Digit Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2563.

105066H

[Afterimages](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2564.

105066C

[Alternet is Cheating](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2565.

105066D

[Haagendaz is Justice](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2566.

105066J

[Everyone Loves Threes Magic \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2567.

105067L

[Everyone Loves Threes Magic \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2568.

105067K

[ANDtreew](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2569.

105067J

[Arknights Chips](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2570.

105066B

[A Bit of Monkeying](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2571.

103241W

[Sol's Problem Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2572.

103241V

[Thomas Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2573.

103241Y

[Lattice MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2574.

103241X

[Endeavor's Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2575.

103241U

[Rengoku's Flame Breathing](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · last AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2576.

103241T

[Vivy's Singularity Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2577.

103241R

[Kakyoin's Painting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2578.

103241S

[Cooked Fish \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2579.

103241Q

[Tree Width](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2580.

103241P

[Abc's \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2581.

103241O

[Kanna's Field of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2582.

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2583.

103241M

[Shion's Feast](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2584.

103241N

[Teleport](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2585.

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2586.

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2587.

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2588.

103241E

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

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2589.

103241G

[Matching Mispronunciations](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2590.

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2591.

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2592.

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2593.

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2594.

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2595.

103241A

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2596.

104522H

[Pollination](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2597.

104523J

[Purchasing Cereal](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2598.

104523F

[Vacation II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2599.

104523H

[Date](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2600.

104523I

[Magical Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2601.

104523G

[Cereal Bushes](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2602.

104523D

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

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2603.

104523A

[Cascading Sums](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2604.

104523C

[Aquamist](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2605.

104523B

[Panda-monium](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2606.

104523E

[Mark and Add](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2607.

104522K

[Roses](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2608.

104522F

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2609.

104522G

[Jack-o'-Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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2610.

104522I

[Friend Groups](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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2611.

104522D

[Mismatched Material](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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2612.

104521H

[Asteroid Trek](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2613.

104521F

[Cereal Trees III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2614.

104521D

[Allen's Xor\(z\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2615.

104521C

[Reordering Red Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2616.

104521B

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2617.

104521A

[World's Hardest Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2618.

103886P

[Cereal Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2619.

103886Q

[Cereal Trees II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2620.

103886M

[Cereal Grids II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · last AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2621.

103886N

[Shopping Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2622.

103886G

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2623.

103886O

[Vista \(Cereal Mountains II\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2624.

103886L

[Fossil Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2625.

103886J

[Cereal Grids](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2626.

103886I

[Smuggling Cereal](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2627.

103886K

[Terraforming](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2628.

103886H

[Bombs and Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2629.

103886D

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

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2630.

103886B

[Cereal Robber](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2631.

103886F

[Cereal Schemes](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2632.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2633.

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2634.

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2635.

105309H

[Easy palindrome question](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2636.

105309F

[Yet Another Count the Pairs Satisfying a Condition Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2637.

105309C

[Shiori Novella's 3D Showcase](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2638.

105309B

[Simple Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2639.

105309A

[World's Hardest Math Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2640.

105310J

[Cereal Grids III \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2641.

105310F

[Red Pandatrees](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2642.

105310I

[Vines](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-30 · last AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2643.

105545J

[Aa=C: 7C @D ô6C ND" ?D4HCαC... At Bt AÃò](#)

Rating: — · first AC: 2024-11-30 · last AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2644.

105545K

[AÔCød=Câ 1Cä;DÄHCR 7Cä;CäBC](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2645.

105545H

[AôCDSôD,,5D BC\\$8CR : Cα;C 4D0](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2646.

105545G

[A'N030Ä>CR GC,,AC'> BD;C,,=D\\$0](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2647.

105545M

[AD5D\\$AD\\$2Câ :C ?C,,BC =C \\$C`8CÔBC](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2648.

105545L

[AA=CR=CR =D 0C\\$OD\\$ADò MD\\$8 CÄ0D\\$@CäAD²](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2649.

105545E

[AÇ>D BC ;DÄ=D`5 D >Cα@Cä2C,,IC](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2650.

105545D

[AD@Cä1C,,BCT;DÄ](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2651.

105545F

[BT>D r>D,,5CR =C AD\\$@Cä5CÔ8CP](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2652.

105545C

[A 8D\\$K' @Cä<](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2653.

105545B

[B,ÇD 8DdK](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2654.

105545A

[A 8C'ÇCä=D 8 CÄ>CÔ5D\\$K](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2655.

102538A

[Airplane Cliques · Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2656.

104333A

[Convolution XOR SUM · Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kirill22's solution](#)

2657.

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2658.

105387F

[Questions pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2659.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2660.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2661.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2662.

105387E

[Practical numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2663.

105387C

[Martian Meteorology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2664.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2665.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2666.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2667.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2668.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2669.

105387I

[Line pinball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2670.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2671.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2672.

105047E

[XOR Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2673.

105047C

[Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2674.

105047A

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2675.

105047B

[Equalizing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2676.

105047D

[Resto](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2677.

105046E

[XORradas](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2678.

105046D

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2679.

105046C

[Color Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2680.

105046B

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2681.

105046A

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2682.

104164D

[B to C](#) · [5D](#) · [8D](#) · [\\$5 D](#) · [BC =Cä:](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2683.

105310H

[Cereal Trees IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2684.

105310G

[Cereal City](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2685.

105310C

[Red Pandacakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2686.

105310D

[Range Flips](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2687.

105310E

[math problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2688.

105310B

[Red Pandaships](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2689.

105310A

[Cereal Grids III \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2690.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2691.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2692.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2693.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2694.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2695.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2696.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2697.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2698.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2699.

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2700.

103329F

[The Struggle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2701.

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2702.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · last AC: 2024-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2703.

104665H

[Alice Learns Eertree!](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2704.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2705.

105067G

[Mayoi Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2706.

105067H

[Gaslighting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2707.

105067I

[Fire Fighters](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2708.

105067F

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

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2709.

105067E

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

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2710.

105067D

[Sleepy Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2711.

105067C

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

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2712.

105067B

[Richard Lore](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2713.

105067A

[It's Time to Submit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2714.

102832G

[Monkey's Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2715.

105164H

[Highest Score APPQ](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2716.

105164I

[Inspecting Merge Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2717.

105164F

[Factory TikTak Trend](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2718.

105164B

[Bacterial Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2719.

105164G

[Granitus Stone Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2720.

105164D

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

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2721.

105164L

[Lost Land of Numeralia](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2722.

105164J

[Journey To Stringland](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2723.

105164K

[Knights In The Board](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2724.

105164C

[Chocolate Packing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2725.

105164E

[Evaluating Linear Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2726.

105164A

[Arrayland's Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2727.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2728.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2729.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2730.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2731.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2732.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2733.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2734.

104288L

[Where Am I? · Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2735.

104288K

[Take On Meme · Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2736.

104288C

[Fair Division · Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2737.

104288H

[Prehistoric Programs · Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2738.

102511I

[Karel the Robot · Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2739.

102511F

[Directing Rainfall · Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2740.

102511B

[Beautiful Bridges · Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2741.

102511J

[Miniature Golf · Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2742.

102511E

[Dead-End Detector · Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2743.

102511H

[Hobsons' trains · Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2744.

102511G

[First of Her Name · Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2745.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2746.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2747.

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2748.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2749.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2750.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2751.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2752.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2753.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2754.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2755.

104633E

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

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2756.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2757.

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, strings

[Kirill22's solution](#)

2758.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Kirill22's solution](#)

2759.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Kirill22's solution](#)

2760.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Kirill22's solution](#)

2761.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2762.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2763.

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2764.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2765.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2766.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2767.

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2768.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2769.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2770.

103469K

[K-onstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2771.

103469I

[Intellectual Implementation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2772.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2773.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2774.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2775.

103469L

[Little LCS](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2776.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2777.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2778.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2779.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2780.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2781.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kirill22's solution](#)

2782.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2783.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2784.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2785.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2786.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2787.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2788.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2789.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2790.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2791.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2792.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2793.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

2794.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2795.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2796.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2797.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2798.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2799.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2800.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2801.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2802.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2803.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2804.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2805.

102412J

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

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2806.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2807.

102412D

[The Jump from Height of Self-importance to Height of IQ Level](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2808.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2809.

102412C

[Steel Ball Run](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2810.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2811.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2812.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2813.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2814.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2815.

104782M

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2816.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2817.

104782F

[Suceava](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2818.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2819.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2820.

104782K

[Blabla](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2821.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2822.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2823.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2824.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2825.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2826.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2827.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2828.

104805F

[Bickford fuse](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2829.

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2830.

104805D

[An abstract painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2831.

104805J

[Lampshade](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2832.

104805N

[First words](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2833.

104805H

[Crawling](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2834.

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2835.

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2836.

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2837.

104805I

[Problem on array](#) · [Tutorial](#)

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2841.

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2842.

104772H

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2843.

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2844.

104772I

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2845.

104772F

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2846.

104772L

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2847.

104772C

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2848.

104772G

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2849.

104772J

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2850.

104772K

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2851.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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2852.

104772D

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2853.

104772M

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2854.

104772A

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2855.

104736A

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2856.

104736H

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2857.

104736E

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2858.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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2859.

104736G

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2860.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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2861.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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2862.

104736K

[Keen on Order](#) · [Tutorial](#)

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2863.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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2864.

104736F

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2865.

104736D

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2866.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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2867.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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2868.

101992G

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Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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2869.

101992J

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Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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2870.

101992E

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Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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2871.

101992K

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2872.

101992I

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2873.

101992C

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2874.

101992L

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2875.

101992M

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2876.

101992H

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2877.

101992D

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2878.

101992B

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2879.

101992F

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2880.

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2881.

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2882.

104614A

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2883.

104614L

[Which Warehouse?](#) · [Tutorial](#)

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2884.

104614F

[It's About Time](#) · [Tutorial](#)

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2885.

104614C

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2886.

104614J

[Simple Solitaire](#) · [Tutorial](#)

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2887.

104614K

[Two Charts Become One](#) · [Tutorial](#)

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2888.

104614B

[A Musical Question](#) · [Tutorial](#)

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2889.

104614I

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2890.

104614G

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2891.

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2892.

104671J

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2893.

104671D

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2894.

104671I

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2895.

104671G

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2896.

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2897.

104671C

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2898.

104671F

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2899.

104671H

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2900.

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2901.

104671E

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2902.

104671A

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2903.

102482E

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2905.

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2908.

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2909.

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2911.

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2912.

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2913.

101242F

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2914.

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2915.

101242A

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2916.

101242G

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2917.

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2918.

101242L

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2919.

101242E

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2920.

101242C

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101471G

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2922.

101471B

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2923.

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2924.

101471A

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2926.

101471L

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2927.

101471D

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2928.

101471F

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2929.

101471I

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2930.

101471E

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2931.

103957E

[Colorful Floor](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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2932.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2933.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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2934.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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2935.

102586E

[Count Modulo 2](#) · [Tutorial](#)

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2936.

103261A

[Um_nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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2937.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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2938.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: —

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2939.

103261E

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

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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2940.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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2941.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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2942.

103261H

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2943.

103261F

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2944.

103261C

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2945.

103261G

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2946.

104508D

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2947.

104508J

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2948.

104508G

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2949.

104508B

[Bogosort](#) · [Tutorial](#)

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2950.

104508M

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2951.

104508L

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2952.

104508K

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2953.

104508C

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Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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2954.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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2955.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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2956.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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2957.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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2958.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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2959.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2960.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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2961.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2962.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2963.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2964.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2965.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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2966.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

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2967.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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2968.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2969.

103119K

[Candy Ads](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2970.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2971.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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2972.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2973.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2974.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2975.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2976.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2977.

103119L

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

Rating: — · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2978.

104468G

[Wael-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2979.

104468L

[Khaled-utiful Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2980.

104468A

[Salahiano-utiful Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2981.

104468B

[Osama-utiful Components](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2982.

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2983.

104468E

[Tareq-utiful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2984.

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2985.

104468I

[Obada-utiful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2986.

104468M

[Resli-utiful Indices](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2987.

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2988.

104468C

[Ammar-utiful Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2989.

104468K

[Damas-utiful vs Aleppo-utiful](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2990.

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2991.

104373H

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

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2992.

104373I

[LCS Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2993.

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2994.

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2995.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2996.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

2997.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

2998.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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2999.

104386G

[CLC Loves SQRT Technology \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3000.

104386F

[CLC Loves SQRT Technology \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3001.

104386E

[Gridy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3002.

104386D

[Comic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3003.

104386C

[Prefix Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3004.

104386B

[Random Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3005.

104386A

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

Rating: — · first AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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3006.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3007.

103439I

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3008.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3009.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3010.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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3011.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3012.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3013.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3014.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3015.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3016.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3017.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3018.

103957I

[Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3019.

103957C

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

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3020.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3021.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3022.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3023.

103957L

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

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3024.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3025.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

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3026.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

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3027.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3028.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3029.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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3030.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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3031.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3032.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3033.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3034.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3035.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3036.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3037.

104128C

[Fabulous Fungus Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3038.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3039.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3040.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3041.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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3042.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3043.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3044.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3045.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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3046.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3047.

104128I

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

Rating: — · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3048.

104329E

[Yet Another Y Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3049.

104329F2

[Partition and Alternating Sum\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3050.

104329F1

[Partition and Alternating Sum\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3051.

104329D

[Y Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3052.

104329C2

[Permutaion Construction\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3053.

104329C1

[Permutation Construction\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3054.

104329B

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

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3055.

104329A

[A Matchsticks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3056.

103102G

[Simple Hull](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3057.

103102K

[Codenames](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3058.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3059.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · last AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3060.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3061.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3062.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3063.

103102F

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Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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3064.

103102I

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Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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3065.

103102B

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Rating: — · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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3066.

103102M

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Rating: — · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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3067.

103102E

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3068.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3069.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3070.

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3071.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3072.

104008J

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

Rating: — · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3073.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3074.

104008C

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

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3075.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3076.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3077.

104149H

[Hidden Horcrux](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3078.

104149M

[Magic Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3079.

104149D

[Document Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3080.

104149J

[Joint Jinx](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3081.

104149A

[Alohomora and Colloportus](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3082.

104149B

[Basic Brewing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3083.

104149C

[Cellar Chase](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3084.

104149I

[Inconspicuous Identity](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3085.

104149E

[Enchanted Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3086.

104149F

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

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3087.

104149G

[Going for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3088.

104149K

[Kettle Kitten](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3089.

104149L

[Longbottom Leap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3090.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3091.

104114L

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3092.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3093.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3094.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3095.

104114I

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

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3096.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3097.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3098.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3099.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3100.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3101.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3102.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3103.

104178D

[World](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3104.

104178E

[Hunted](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3105.

104178C

[Now-Or-Never](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3106.

104178B

[Moo](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3107.

104178A

[Success](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3108.

104195D

[B-5074i00 D\\$@C =D ?Cä@D\\$5D](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3109.

104195C

[Connection with Eywa](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3110.

104195B

[A60D0i0 = C" 1CT4CP](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3111.

104195A

[A0i0iaCt0D"8D\\$K](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3112.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3113.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3114.

100908H

[A68D0i0 4C'0 C\\$5D:5D 8CÔ:C€](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3115.

100971I

[Deadline](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3116.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3117.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3118.

104182D

[RestORe](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3119.

104182E

[Non-adjacent Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3120.

104182B

[Hanoi Chips](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3121.

104182A

[Universal Paperclips](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3122.

104182C

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

Rating: — · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3123.

101190C

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

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3124.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3125.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3126.

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3127.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3128.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3129.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3130.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3131.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3132.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3133.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3134.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3135.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3136.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3137.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3138.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3139.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3140.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3141.

103967C

[A@D\\$=Cä5 Cö>C`5](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3142.

103967F

[A@D\\$DD0C#BD°](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3143.

103967H

[String Mutation · Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3144.

103967B

[A.,5D0D EC,,O Dd8D\\$0CD5C`8](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3145.

103967I

[Aö>T05G2 8Cr :CäACÄ8Dt5D :Cä9 D\\$ND LCÄK](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3146.

103967J

[BTD0D" C,,:C](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3147.

103967G

[AÖ50t2C =D`5 C4>D BC€](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3148.

103967D

[B 80ÄiäCTBD 8Dt=D`5 C#0D BD°](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3149.

103967E

[BÖDD5C#BC,,2CÖKC' 4C\\$8C40D\\$5C`L](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3150.

103967A

[B-BD50/LC 0 C,,7 CöCD,,:C€](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3151.

103965G

[B.,5D21DCT9CT@C\\$5D :Cä2](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3152.

103965A

[Mood Balance](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3153.

103965C

[Add @C ; CÄCD >D](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3154.

103965F

[A\\$50c;0,,2CäAD\\$L C" <CTBD >](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3155.

103965I

[B UDAD\\$0CÔ>C\\$:C MC=ACô>CÔ0D\\$>C](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3156.

103965E

[AäGCT@C](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3157.

103965B

[A@C;gOD\\$=D´9 Cô;CT9C´8D B](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3158.

103965D

[AäACT=CÔ5CR ?C ;C,,=CD@Cä<C,,ICP](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3159.

103965H

[AÔ=C\\$C´;C ?D > CäACT=DÀ](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3160.

103965J

[B4TCä@C=0 C´8D BDÄ5C](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3161.

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3162.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3163.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3164.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3165.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3166.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3167.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3168.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3169.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3170.

103960D

[Displacing Particles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3171.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3172.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3173.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3174.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3175.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3176.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3177.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3178.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3179.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3180.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3181.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3182.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3183.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3184.

103470A

[Ops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3185.

103940I

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

Rating: — · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3186.

103940L

[Limited Increasing Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3187.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3188.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3189.

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3190.

103940C

[Correcting School Enrollment Errors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3191.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3192.

103940B

[Binahuatl's Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3193.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3194.

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3195.

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3196.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3197.

1028960

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3198.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3199.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3200.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3201.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3202.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3203.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3204.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3205.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3206.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3207.

100184I

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3208.

100184H

[Control chain](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3209.

100184J

[Duty](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3210.

100184C

[Accomodation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3211.

100184D

[Work](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3212.

100184F

[Task](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3213.

100184E

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3214.

100184G

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3215.

100184B

[Watson's memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3216.

100184A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3217.

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3218.

100184M

[Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3219.

100184L

[Watson's magic number](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3220.

102139I

[Return of the ????](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3221.

102139F

[B-00t,Cä6CT=C,,5 CÔ0 CÄ=Cä6C,,BCT;C€](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3222.

102139G

[AöSD\\$@Cä2C,,G](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3223.

102139D

[A4xOD=CäBC](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3224.

102139K

[Aö@Cä5C#B](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3225.

102139B

[A@CäC'5D](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3226.

102139J

[A,,€C\\$5D AC,,O C" BC 1C'8Dd5](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3227.

102139E

[BäD19D >C >D\\$>D\\$5DT=C,,:](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3228.

102139H

[Aä@TEC BC#8](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3229.

102139A

[ASCII to C, 7 AT BD](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3230.

102780E

[Printed circuit board](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3231.

102780G

[Hourglass](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3232.

102780I

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

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3233.

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

3234.

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3235.

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3236.

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3237.

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3238.

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3239.

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3240.

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3241.

102785I

[Noughts and crosses](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3242.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3243.

102785K

[Meson Collider](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3244.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3245.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3246.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3247.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

3248.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3249.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3250.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3251.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3252.

103808A

[Secuencia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3253.

103808D

[Vasos](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3254.

103808C

[Comiendo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3255.

103808E

[Reescritura](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3256.

103808B

[Desordenado](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3257.

103806A

[Pintando](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3258.

103806E

[Inspectores](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3259.

103806B

[MCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3260.

103806C

[Teatro](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3261.

103806D

[Sumas](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3262.

103411J

[Juggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3263.

103411E

[Empires](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3264.

103411I

[Determine The Lap Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3265.

103411L

[AGTC Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3266.

103411C

[A\\$A0t&C JCT<C'ND"0Dò C ;C :D\\$8Dt5D :C O AÄ0C48D BD 0C`LCÔ0Dò !CTBDÀ](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3267.

103411H

[A48Cò=Cä7](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3268.

103411G

[A=0D BDeÀ Dt8D ;C À CD2C 7C :C`8CÔ0CÔ8Dò](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3269.

103411K

[Shark Attack](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3270.

103411F

[B 004@ GC \\$C,,1Cä=C GDt8](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3271.

103411D

[AD!A@?C ;C,,=CD@Cä<](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3272.

103411B

[A=J0BiaD" ACT9DD0](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3273.

103411A

[A D8D rBC =Dd8Cä=CÔ>CR >C CDt5CÔ8CP](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3274.

101609B

[A, rD\\$5D 5D =C O DÔ:D :D4@D 8Dö](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3275.

101609I

[Aö8D rFC](#)

Rating: — · first AC: 2022-08-20 · last AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3276.

101609C

[Aö@D r6C r8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3277.

101609F

[B rD rC \\$0CÔ8CP](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3278.

101609H

[B rD rC,,AC =C,,5](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3279.

101609J

[B 5D\\$2C, rD\\$8CÄ Gv-çFW](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3280.

101609E

[B rC rD'5 Dd8DD@D°](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3281.

101609D

[Aö rCÖA D t5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3282.

101609G

[Aö rD rC T4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3283.

101609K

[AD@Cä 1C'5CÔ8CP](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3284.

101609A

[A10Cm1CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3285.

101187J

[A5>0i8C4;CäBD²Ô8CÔBD >C\\$5D BD°](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3286.

101187H

[AÄCCB5C•](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3287.

101187E

[B UDdH0,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3288.

101187F

[A@CCT>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3289.

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3290.

101187C

[A45D=1D´5 C`KCd8](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3291.

101187D

[IQ D\\$5D=1C CD;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3292.

101187I

[AäD10CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3293.

101187K

[«A,,AC1DÄGC ND”5CR 8C´8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3294.

101187B

[A 2D\\$1C CD](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3295.

101187A

[A\\$C0\\$D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3296.

101939I

[B\\$D004CT<C00D0 AD\\$@Cä:C](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3297.

101939J

[A`B008CÄ0C`LCÔ>CR ?D >C,,7C\\$5CD5C08CP](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3298.

101939F

[AD@D43 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3299.

101939C

[A00C18C04D >CÄ=D`5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3300.

101939H

[AäG0T@ CT4DÂ 2 C=0D AD°](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3301.

101939G

[A00D1aC`L](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3302.

101939D

[A5C45C`LC0KC' <C 3C 7C,,=](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3303.

101939E

[B\\$>D1E](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3304.

101939B

[A0000BD >C`LC00D0](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3305.

101939A

[A00Cä8Ct2Cä4D BC\\$> C=5C=ACä2](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3306.

101939K

[B 00\\$=0ä<CT@CÔ>CR 4CT;CT=C,,5 CD5D 5C\\$0](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3307.

101580J

[AD#CÄ8CÔ>D,,:C€](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3308.

101580K

[Aä?C0D\\$0 C,,=D\\$5D =CTBC](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3309.

101580L

[AD@012CÔ8C' AD4=CDCC](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3310.

101580F

[B >Dd8C ;DÄ=C O D 5D\\$L](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3311.

101580H

[B\\$5Cä?CT@C BD4@C 2Cä7CDCDT0](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3312.

101580I

[ÄÄ001K#0C`LCÔKCR :C`0D AC,,:C€](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3313.

101580G

[B 0D?D 5CD5C`5CÔ8CR @C 1CäB](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3314.

101580C

[B\\$5D#Cä2D`5 Cö>C`5D\\$K](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3315.

101580D

[A05D5C CD0D:t0 CD0CÔ=D`E](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3316.

101580E

[A\\$5Ct#CÔKCR >C JCT:D\\$K](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3317.

101580B

[A N D r i s C @ C B C , , O](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3318.

101580A

[berPhone](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3319.

101136C

[A D @ 0 1 2 C 0 5 C R 7 C : C ` 8 C 0 C 0 8 C P](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3320.

101136E

[B 5 D 8 C ;](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3321.

101136G

[A 4 0 1 2 C \\$ > C ` > C Ä : C](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3322.

101136F

[A 0 0 0 0 0 D > C A D 4 D > C O C Ä 8](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3323.

101136B

[A 5 C Ä 5 D T 0 D ? D 0 C \\$ 0](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3324.

101136I

[A ä ? C T @ C F C , , O « A 0 5 D 5 D B C = C ä 2 C # 0 »](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3325.

101136J

[B \\$ C 0 4 C 0 > D B C , ? C T @ C T ? C , , A C # 8](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3326.

101136A

[A > C 0 0 1 0 , > C ` : D C C 4 ; D ` 9 D B C ä ;](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3327.

101136H

[« A # B C ä E C ä G C T B D B C B D Ä < C , , ; C ` 8 C ä = C T @ C ä < ? »](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3328.

101136K

[B\\$OCÔD,CÄÖDt8 C, '8D :C'NDt0DäICT5 C,,;C°](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3329.

101136D

[BÔÄC=OC`0D\\$>D](#)

Rating: — · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3330.

101589K

[AtUCÄ>D"5CÔ8CR ?C'>D"0CD8](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3331.

101589J

[AD2CT@C€](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3332.

101589I

[Aö8D10CÄ8CD0](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3333.

101589G

[Aö>D10BD4?C 9 Cö@C 2C,,;DÄ=Cà](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3334.

101589H

[AD&Dr@l 8Cr 7C 1Cä@C](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3335.

101589F

[ATyCt8l](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3336.

101589E

[BÔDräD4@D 8Dö](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3337.

101589D

[A&C10l](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3338.

101589C

[A,,ADö@C 2C`5CÔ8CR CD ?CT2C 5CÄ>D BC, ,,2D CDt=D4N\)](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3339.

101589B

[B70GC](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3340.

101589A

[A0@CaFCT=D\\$K](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3341.

100850B

[A5D@C\\$>Dt=D`9 C60D :](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3342.

100850D

[A5@C@D" <CTGD\\$K](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3343.

100850C

[B,T@rDÄ=C O CD5CÄ>C@C BC,,O](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3344.

100850K

[B7@C@d](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3345.

100850E

[A100@CÄ0D\\$5C`LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3346.

100850G

[BD8DjalC€](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3347.

100850J

[A0@CaAD\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3348.

100850H

[AäBDiQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3349.

100850I

[Aä10CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3350.

100850F

[B T C C a C o > C d 0 D \\$ 8 D ö](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3351.

100850A

[A 3 D o s C Ô > C Â Ô ; D ä 1 C , , B C T ; D Ä](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3352.

100799C

[B , C D , ? C = D t 8 C # 8 C , : C , , = C ä B C T 0 D \\$ @](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3353.

100799A

[A B C ä a D °](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3354.

100799E

[A D 5 0 i s C Ô 8 C P](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3355.

100799H

[B Ô A D \\$ O D D 5 D \\$ O](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3356.

100799K

[A ö @ C ä 1 C # 8](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3357.

100799J

[A t 2 0 7 7 0 D K C Ô 0 C ô > C 4 > C Ô 0 D P](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3358.

100799B

[A D 5 0 0 L D > C d 4 C T = C , , O](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3359.

100799D

[A D > 0 B C 2 C # 0 D D C D \\$ 1 C ä ; C ä :](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3360.

100799I

[B T C C ä A C =](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3361.

100799G

[B T C s D](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3362.

100799F

[AÄBÖKc' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3363.

100549K

[Aö@CäD4;C#0 Cö> Ct>Cä?C @C#C](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3364.

100549D

[A.T.0D.0!](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3365.

100549E

[A480ö>D\\$5Ct0 Cä1 Cä1Cä1D"5CÔ=Cä< C#>CÔ5](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3366.

100549C

[A\\$5D'5D BC\\$5CÔ=D'5 Dt8D ;C](#)

Rating: — · first AC: 2022-08-05 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

3367.

100549I

[Bt5D5Q60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3368.

100549B

[A.T.C.s.D\\$KCR <Cä=CTBD°](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3369.

100549J

[Aö>Dt8CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3370.

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3371.

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3372.

100549F

[ATUBD](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3373.

100529I

[A500060D =D'9 C6CD\\$L](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3374.

100529K

[A1000AD\\$8C#8-CÔ>C'8C#8](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3375.

100529C

[A1000\\$CT2C =C,,5](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3376.

100529J

[A0000>C @C 7Cä2C =C,,5 C6>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3377.

100529H

[B5048D BD 0Dd8Dò =C >C'8CÄ?C,,0CDC](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3378.

100529E

[A1000](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3379.

100529G

[AÄ5000C,,=](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3380.

100529F

[AÔTAB18 AÔ A](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3381.

100529B

[B10000C BD°](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3382.

100529D

[ADNCÔK](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3383.

100529A

[ABCD-C++@](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3384.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3385.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3386.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3387.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3388.

103688E

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

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3389.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3390.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3391.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3392.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3393.

103688A

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

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3394.

103688I

[Equal Sum Arrays · Tutorial](#)

Rating: — · first AC: 2022-08-03 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

3395.

100296F

[A\\$@C4C ND"0D6AD0 ?C'0D BC,,=C](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3396.

100296K

[A\\$@C4C](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3397.

100296J

[A@C4@C =C0D ?Cä@D](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3398.

100296C

[A4=Cä@D 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3399.

100296A

[Aä,UTri0, 4C\\$>C,,GC0KCR ?CäAC'5CD>C\\$0D\\$5C'LC0>D BC€](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3400.

100296E

[B\\$C15DD>C0=D'5 C0>CÄ5D 0](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3401.

100296H

[A@D#0"5C0=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3402.

100296I

[A05D5D\\$OC48C\\$0C08CR :C =C BC](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3403.

100296G

[A0@C,7D°](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3404.

100296D

[A0C@C AC#0 Ct0C >D 0](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3405.

100296B

[A4D>CB'CP](#)

Rating: — · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3406.

100266I

[A050a1D'GC0KC' MC#ACô>C00D](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3407.

100266H

[A000f8C04D >CÄ=D'5 Dt8D ;C](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3408.

100266J

[B006@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3409.

100266G

[AãACT#C08C' ?C @C](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3410.

100266D

[A5Cí5Ct=DÀ](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3411.

100266C

[ASTZC#CÀ HC,,DD 0](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3412.

100266A

[ATCC0al](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3413.

100266E

[B0040T;CT=C,,5 C#>D >C'5C\\$AD\\$2C](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3414.

100266B

[B BC2C#0](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3415.

100266F

[At0040CD>Dt=Cä5 D4@C 2C05C08CP](#)

Rating: — · first AC: 2022-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3416.

100132C

[B 7C A D \\$ 8 C > D \\$ 5 C Ô : C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3417.

100132F

[B 7C A D \\$ 8 C > D \\$ 5 C Ô : C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3418.

100132J

[B 7C A D \\$ 8 C > D \\$ 5 C Ô : C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3419.

100132D

[A 5 D \\$ 8 C > D 0 C D : C €](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3420.

100132E

[A 7 C A D \\$ 8 C > D \\$ 5 C Ô : C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3421.

100132H

[B B D 0 C Ô = D ' 9 C 4 > D > C @](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3422.

100132K

[A 5 D \\$ 8 C > D 0 C D : C €](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3423.

100132I

[A D 0 C Ô = D ' 9 C 4 > D > C @](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3424.

100132A

[B 5 C A D \\$ 8 C > D \\$ 5 C Ô : C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3425.

100132G

[B 5 C A D \\$ 8 C > D \\$ 5 C Ô : C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3426.

100132B

[B 5 C A D \\$ 8 C > D \\$ 5 C Ô : C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3427.

100118G

[A7D0C >D\\$:C AD\\$@Cä:C€](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3428.

100118F

[A,BC,BC,,0C`8Ct0Dd8Dò <C AD 8C\\$0](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3429.

100118I

[A0;0TèDò BC,,2](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3430.

100118C

[B4D506;CT=C,,5 CÄ>D BCä2](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3431.

100118A

[B 50a;0 <CÔ>CR >C JDô2C`5CÔ8CP](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3432.

100118J

[AD500h D >Cd4CT=C,,O C\\$8C#8CÔ3C](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3433.

100118D

[A`0C40D,,>CÔ>Cç C,,;C`8](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3434.

100118H

[B500D](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3435.

100118B

[B-500G<C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3436.

100118E

[A0x0aC\\$8CÔ0](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3437.

100044C

[B\\$5015D>CÔ=D`9 CÔ>CÄ5D](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3438.

100044J

[A<D>C7CD0](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3439.

100044I

[A<D>C04C0D0 >C'8CÄ?C,,0CD0](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3440.

100044E

[A0D10C@](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3441.

100044H

[B10Crial](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3442.

100044G

[A10C0>D](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3443.

100044K

[A<D>C'5C\\$AC#0D0 4C,,=C AD\\$8D0](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3444.

100044F

[A00410Ct8C0](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3445.

100044D

[A<D>10C,,=C,,FC](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3446.

100044A

[A00C1Cä;DÄHC,,9 Cä1D'8C' 4CT;C,,BCT;DÄ](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3447.

100043K

[A<C70C" <CTBD >](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3448.

100043H

[B :Cä@CäAD\\$=Cä9 CD8C <CTBD 4C'0 Cä>C'LDd5C\\$>C' FCT?C€](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3449.

100043I

[ĀB̄C̄=̄D](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3450.

100043F

[AD500̄L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3451.

100043C

[B̄ 0̄C̄,̄Q̄,GC̄ÔKCR GC,,AC´0](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3452.

100043G

[A4̄500̄L̄ ACâ 2D 5CÄ5CÔ5CÀ](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3453.

100043E

[Ā3̄D̄=C̄Ä=C O C̄ôD̄ :C̄ä2C̄=0](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3454.

100043B

[Ā5̄C̄Ô4̄CT@](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3455.

100043D

[Ā,̄3̄D̄=0̄](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3456.

100043A

[A @C̄,̄j̄D̄C̄Ä5D\\$8D:5D :C O C̄ô@C̄ä3D 5D AC,,O](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3457.

100043J

[B̄ K̄D̄=0̄ AC=8C' IC,,B](#)

Rating: — · first AC: 2022-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3458.

100042D

[ĀC̄=0̄=C̄\\$8C̄Ô=C̄ä5 CD5C´5CÔ8CP](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3459.

100042E

[AD@C̄ä1D̄Ä0̄L̄ATEX-CP](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3460.

100042A

[AÄ*0ÔAD\\$@D°](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3461.

100042G

[Aö5D15D BC =Cä2Cα8](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3462.

100042H

[A\\$BCTeCÔ0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3463.

100042I

[A#D rC,,GCTACα8C' <D4ACä@D"8C](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3464.

100042C

[B\\$@Cja3Cä@Cä4C](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3465.

100042B

[BD*Di0CÀ](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3466.

100042F

[B BÖä?C,,FC](#)

Rating: — · first AC: 2022-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3467.

100041B

[A Tcäi0 4C](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3468.

100041D

[B @C 2C05CÔ8CR U\\$À](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3469.

100041F

[BöT0s10α> CäB Dô1C´>CÔ8](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3470.

100041C

[BÖ;CTaD\\$@Cä=CÔKCR GC AD°](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3471.

100041A

[AD2ORAD\\$5CÔK](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3472.

100041G

[A5CÔBD >C`LCÔKC' 1C`>C](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3473.

100041H

[A00Cial](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3474.

100039G

[A0x018C4>CĐ](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3475.

100039A

[B 0D D0D :C 2 D\\$@C, FC\\$5D\\$0](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3476.

100039F

[A0000TBC C`NC](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3477.

100039D

[B,T>D0ACP](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3478.

100039H

[A@0CACÔ>-DtQD =D`5 CD5D 5C\\$LDö](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3479.

100039C

[B0D0A2CT@C,,<CT=D](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3480.

100039I

[A,,TCâH 0Cd5CÔ8CR BC 1C`8DdK](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3481.

100039B

[B0D0AD² 8 Cä;CT=C€](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3482.

100039J

[AÔ506@C 2C,,;DÄ=C O D GC,,BC ;C=0](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3483.

100039E

[A 7D\\$>CÄ>C 8C`LCÔKCR =Cä<CT@C](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3484.

100038F

[BD>D>C BC,,@Cä2C =C,,5 CD>C=CCÄ5CÔBC](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3485.

100038A

[B,,0DTaC BCÔKC' 4CTBCT:D\\$8C](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3486.

100038C

[B8DD@Cä2Cä5 D\\$0C ;Cà](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3487.

100038D

[ASKOiaD K](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3488.

100038G

[AÄ00aA,,<C ;DÄ=C O D CCÄ<C](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3489.

100038J

[Aô5D 50a;DäGCT=C,,5 CÄ5Cd4D2 >C= C <C€](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3490.

100038E

[B\\$@CTCC4>C`LCÔ0Dò @C <C=0](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3491.

100038I

[B78D,à](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3492.

100038B

[A800>D\\$5C BD](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3493.

100036D

[A5KDi0Cd5C08CP](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3494.

100036A

[A0CCUKDdLC#8 1D](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3495.

100036I

[A4#01aC\\$>C'>CÄ:C](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3496.

100036B

[A#70TBC#0 CD;Dò ECä<DôGC#0](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3497.

100036H

[Aô@CäD 0CÄ<C ?D 8DT>C'>C48Dt5D :Cä3Cä 8D AC'5CD>C\\$0C08Dò ?D >C4@C <CÄ8D BCä2](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3498.

100036K

[AD20ja6CT=C,,5](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3499.

100036G

[A70CT#C,,9 A#@C,,6C =Cä2D :Cä3Cä](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3500.

100036J

[A4@Cis6CD0C0AC#0Dò >C >D >C0](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3501.

100036F

[B-0012G\[5Dt5C08Dò A C,,7CÄ5D 8D\\$5C'5CÄ](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3502.

100036E

[B 7D00\\$5CD;C,,2C O Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3503.

100817A

[Another Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3504.

100817D

[Decompressing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3505.

100817F

[Formula 8](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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3506.

100817J

[Jump!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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3507.

100817G

[Grab Your Seat!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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3508.

100817H

[Heal](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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3509.

100817I

[Is It Tetris?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3510.

100817B

[Bomb Has Been Planted](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3511.

100817C

[CSS Is Awesome](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3512.

100817K

[Key Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3513.

100817L

[Looking for Next String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3514.

100817E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3515.

100035C

[A@D@C B C#>D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3516.

100035D

[B 2C7E](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3517.

100035G

[B@C@D\\$@Cä=CÔ0Dò BC 1C`8Dd0](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3518.

100035F

[AÄ000E C BD\\$0CÔAC#8C' ?Cä;C,,FCT9D :C,,9](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3519.

100035A

[AD@012CÔ8CR FC,,2C,,;C,,7C FC,,8](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3520.

100035H

[B\\$5DriaC,,=C ;](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3521.

100035I

[B-50'AD² 2Câ 2D 5CÄ5CÔ8](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3522.

100035E

[B420 Cä2C#0](#)

Rating: — · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3523.

100035B

[AD@Cä1DÀ](#)

Rating: — · first AC: 2022-07-22 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

3524.

100040A

[A".H0#>C`C CÔ0 C\\$5C`>D 8Cò5CD5](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3525.

100040G

[AÖÜCò8DDBC E Dt5D 5Cr ?D >Cò0D BDÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3526.

100040B

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3527.

100040C

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3528.

100040H

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3529.

100040I

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3530.

100040D

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · last AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3531.

100040F

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3532.

100040E

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3533.

100040J

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3534.

100033E

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3535.

100033B

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3536.

100033J

[A50C15CÔ4C @DÀ](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3537.

100033I

[B 00Äi&CD2Cä9D BC\\$5CÔ=D'9 CD>C=CCÄ5CÔB](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3538.

100033D

[B0,0T&D\\$@C,,GCTAD\\$2Cà](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3539.

100033G

[A6@0&1CT6C=8 C6> AÄ0CÔEDÔBD\\$5CÔC](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3540.

100033H

[B ;0T4D4ND"5CR @C 7C 8CT=C,,5 CÔ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3541.

100033F

[A&D<C,,GCTAC=8CR 7C EC\\$0D\\$GC,,:C€](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3542.

100033K

[A=0C&AC,,2C O D\\$0C ;C,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3543.

100034H

[A&D T&Cd8CR <C BD 8DdK](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3544.

100034C

[BD=0CÔBC =](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3545.

100034A

[B 5C D&C=BCä@](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3546.

100034D

[AD5D&AC=8C' ?D 0Ct4CÔ8C](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3547.

100034E

[B 8CÄP BC,,GCÔKCR CCT>D K](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3548.

100034G

[A\\$C11CT1CÔ0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÀ](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3549.

100034F

[A#CCi8C#8](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3550.

100034B

[AÄ00rAC,,0CÔAC#8CR DC :D\\$>D 8C ;D°](#)

Rating: — · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3551.

100003I

[A @DT8CÄ5CD>C\\$0 D ?C,,@C ;DÀ](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3552.

100003J

[B TCCÄ&C](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3553.

100003G

[AÄ0D\\$8CÄ8Ct0Dd8Dö](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3554.

100003B

[AÄ&Di8](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3555.

100003H

[B,T,CDD°](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3556.

100003D

[AäTDT&C B 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3557.

100003F

[A,,E,D\\$5D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3558.

100003C

[AöFDtBC, 1CTACô@CTDC,,:D =D`5 C#>CDK](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3559.

100003E

[AD@CaCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3560.

100003A

[AÄ5DitBca C Cö@CäECä4C À Cö>Cd0C`CC”AD\\$0](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3561.

103833F

[Yet another unusual equation](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · last AC: 2022-07-14 · PyPy 3-64 (first AC) · Tags: —

[Kirill22's solution](#)

3562.

103833D

[Volcanoes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3563.

103833C

[A Game of Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3564.

103833E

[Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3565.

103833H

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

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3566.

103833G

[Clustering evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3567.

103833B

[Festival of the Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3568.

103833A

[Liberdance](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3569.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3570.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3571.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3572.

101669L

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

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3573.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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3574.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3575.

101669F

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

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3576.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3577.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3578.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3579.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3580.

103109K

[Kirby's Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3581.

103109H

[Future Gadget Lab](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3582.

103109F

[Squid Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3583.

103109E

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

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3584.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3585.

103109D

[Cytus Craze](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3586.

103109A

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

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3587.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3588.

102824J

[Tanya's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3589.

102824G

[Gemstones](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · last AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kirill22's solution](#)

3590.

102824I

[Textile Display](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3591.

102824H

[The Flock of Rams](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3592.

102824F

[Night of the Candles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3593.

102824C

[Calendars](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3594.

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3595.

102824D

[The Duplicator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3596.

102824B

[Stone Piles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3597.

102824A

[Climbing Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3598.

102621I

[Playlist Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3599.

102621K

[Seal Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3600.

102621L

[Zookeepers Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3601.

102621E

[Turtle Tribulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3602.

102621G

[Hen Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3603.

102621H

[Platypus Puddles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3604.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3605.

102621F

[Gorilla Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3606.

102621C

[Raging Rhinos](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3607.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3608.

102621A

[Zoo Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3609.

102802J

[Cake Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3610.

102802I

[Contradictory Canelé](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3611.

102802L

[Outbreak](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3612.

102802K

[Lost Child](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3613.

102802H

[Secret Base](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3614.

102802G

[Cupcake Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3615.

102802D

[Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3616.

102802E

[Coffee Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3617.

102802F

[Hot Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3618.

102802C

[Mountain Mileage](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3619.

102802B

[Frosting Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3620.

102802A

[Baking Pan](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3621.

102420I

[Sum of Maximums](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3622.

103325C

[A 0001C, 4D CCd1D°](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3623.

103325H

[AÄC05C' 8C4@Cä2D'E C 2D\\$>CÄ0D\\$>C](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3624.

103325F

[B\\$5J0001C4> C05C'LCt0 C00CtKC\\$0D\\$>L](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3625.

103325E

[A D500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3626.

103325D

[A >Ct0D\\$>D K - 2](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3627.

103325A

[A\\$ A\(A 4C`O Dä=C,,>D >C](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3628.

103325B

[A D0C=D`9 Dt5D 2DöGCä:](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3629.

1531D

[B 5CD0C#B0 ja@ D45CÂ C,,=C45D Â 6ö/Æ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Kirill22's solution](#)

3630.

1531C

[B 80Äi<CTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[Kirill22's solution](#)

3631.

1531E3

[B >D B@,,@ Cä2C#0 D ;C,,OCô8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[Kirill22's solution](#)

3632.

1531E2

[B >D B@,,@ Cä2C#0 D ;C,,OCô8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force

[Kirill22's solution](#)

3633.

1531E1

[B >D B@,,@ Cä2C#0 D ;C,,OCô8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Kirill22's solution](#)

3634.

1531B1

[AÄ#Cô8D\\$>D 8Cô3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Kirill22's solution](#)

3635.

1531B2

[AÄ#Cô8D\\$>D 8Cô3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

[Kirill22's solution](#)

3636.

1531A

[At8CÔ3OT@hicolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Kirill22's solution](#)

3637.

102806A

[AS5Cr@C AD\\$0DäIC,,9 CÄ0D AC,,2](#)

Rating: — · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3638.

102694B

[Dynamic Diameter](#) · Tutorial

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3639.

102694A

[Circumference of a Tree](#) · Tutorial

Rating: — · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kirill22's solution](#)

3640.

102591G

[B B D r s C,,BCT;C€](#)

Rating: — · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3641.

102591F

[B 0014GT;CT=C,,5 CÔ0 Cô0D K](#)

Rating: — · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3642.

102591B

[B5BCä4D²Ô?Cä6C,,@ C BCT;C€](#)

Rating: — · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3643.

102591I

[A4@Cä;C=>D BDÂ 4C,,=C <C,,:C](#)

Rating: — · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3644.

102591A

[3435](#) · Tutorial

Rating: — · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3645.

102558C

[A6@Cä1D 0CÄ<C,,AD" =C ?C'OCd5](#)

Rating: — · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3646.

102558B

[AtUCä@D´BD´9 Cä;DäG](#)

Rating: — · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3647.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3648.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3649.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3650.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3651.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3652.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3653.

102569B

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

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3654.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3655.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3656.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3657.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3658.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kirill22's solution](#)

3659.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Kirill22's solution](#)

3660.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Kirill22's solution](#)

3661.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kirill22's solution](#)

3662.

102498D

[Aö>Tc5G2 A C4>D =Cä9 C 0CtK](#)

Rating: — · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3663.

102498A

[Aö5D5D KC" =C >C 5C@](#)

Rating: — · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3664.

100083D

[B\\$Dri0, ACäGC`5CÔ5CÔ8Dö](#)

Rating: — · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3665.

100083C

[Ää&Di8D°](#)

Rating: — · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3666.

100083B

[Aö>Cj,ACc FC,,;C`0](#)

Rating: — · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3667.

100083A

[Aö@0T4Cä:](#)

Rating: — · first AC: 2019-10-15 · last AC: 2019-10-15 · GNU C++11 (first AC) · Tags: —

[Kirill22's solution](#)

3668.

102168M

[ASKÖöCç;C O Cä1Cä;CäGCç0](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3669.

102168J

[A:3D0iD ?CT@CTAD\\$0CÔ>C\\$:Cä9](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3670.

102168L

[AöSDi5C\\$>D >D\\$K](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3671.

102168C

[B10ä10äGC#8](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3672.

102168B

[B440\\$!CT=C,,O](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3673.

102168A

[B @CT4CÔ5CR 0D 8DD<CTBC,,GCTAC#>CP](#)

Rating: — · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3674.

102189F

[B8C4#C BD4@C](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3675.

102189D

[AÄ00f5CÔLC#8C' CT:C @D](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3676.

102189G

[AöSDi5C0](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3677.

102189C

[Changelog generator · Tutorial](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3678.

102189E

[B\\$@Cä9CÔ8C#8](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3679.

102189A

[Aä20äiC€](#)

Rating: — · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3680.

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Kirill22's solution](#)

3681.

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3682.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Kirill22's solution](#)

3683.

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Kirill22's solution](#)

3684.

101942J

[B,0D7a BCÔKC' AC'>CØ](#)

Rating: — · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3685.

101942I

[A,0CAd\\$5D 8Ct0Dd8Dö](#)

Rating: — · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3686.

101942A

[B4PDQCÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3687.

101641B

[A,0C14 8D >C\\$0CÔ8CP](#)

Rating: — · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3688.

101641J

[A,7CÄ5CÔ5CÔ8CR 8CÄ5CÔ8](#)

Rating: — · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)

3689.

101641L

[B\\$@Cj8BCäGC#8 A =D\\$8Cö>C\\$0](#)

Rating: — · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kirill22's solution](#)