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1726A
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1279A
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1321A
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1339A
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1354A
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1373B
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1440B
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1380A
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1445B
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1436B
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409.
1406A
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1433C
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1419A
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1430A
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1163A
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2156B
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2162B
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421.
2037C
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1987B
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1986B
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1975B
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428.
1266B
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1237A
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1326A
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1916B
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1861B
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1844B
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1847B
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1811B
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1798B
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1796B
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1785A
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1791D
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1790C
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1704B
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1671B
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1622B
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1613B
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1614B
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1607C
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Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
LipArcanjo's solution

460.
1598B
Groups · Tutorial
Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
LipArcanjo's solution

461.
1566C
MAX-MEX Cut · Tutorial
Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
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1569B
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LipArcanjo's solution

463.
1567B
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1204A
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465.
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466.
1539A
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467.
847M
Weather Tomorrow · Tutorial
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LipArcanjo's solution

468.
1215A
Yellow Cards · Tutorial
Quality: 12,185 global accepts · Rating: 1000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
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469.
1244B
Rooms and Staircases · Tutorial
Quality: 17,544 global accepts · Rating: 1000 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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470.
1521A
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LipArcanjo's solution

471.
1251A
Broken Keyboard · Tutorial
Quality: 21,556 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
LipArcanjo's solution

472.
1245A
Good ol' Numbers Coloring · Tutorial
Quality: 14,894 global accepts · Rating: 1000 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
LipArcanjo's solution

473.
1257B
Magic Stick · Tutorial
Quality: 22,524 global accepts · Rating: 1000 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: math
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474.
1253A
Single Push · Tutorial
Quality: 19,435 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

LipArcanjo's solution

475.
1278A
Shuffle Hashing · Tutorial
Quality: 18,293 global accepts · Rating: 1000 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
LipArcanjo's solution

476.
1474B
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Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
LipArcanjo's solution

477.
1312B
Bogosort · Tutorial
Quality: 39,063 global accepts · Rating: 1000 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
LipArcanjo's solution

478.
1473B
String LCM · Tutorial
Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
LipArcanjo's solution

479.
1333A
Little Artem · Tutorial
Quality: 25,929 global accepts · Rating: 1000 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
LipArcanjo's solution

480.
1469B
Red and Blue · Tutorial
Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
LipArcanjo's solution

481.
1469A
Regular Bracket Sequence · Tutorial
Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
LipArcanjo's solution

482.
1358B
Maria Breaks the Self-isolation · Tutorial
Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

483.
1359B
New Theatre Square · Tutorial
Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
LipArcanjo's solution

484.
1359A
Berland Poker · Tutorial
Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
LipArcanjo's solution

485.
1362A
Johnny and Ancient Computer · Tutorial
Quality: 34,091 global accepts · Rating: 1000 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
LipArcanjo's solution

486.
1373A
Donut Shops · Tutorial
Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
LipArcanjo's solution

487.
1447B
Numbers Box · Tutorial
Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
LipArcanjo's solution

488.
1438B
Valerii Against Everyone · Tutorial
Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
LipArcanjo's solution

489.
1388B
Captain Flint and a Long Voyage · Tutorial
Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
LipArcanjo's solution

490.
1395A
Boboniu Likes to Color Balls · Tutorial
Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
LipArcanjo's solution

491.
1405B
Array Cancellation · Tutorial
Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
LipArcanjo's solution

492.
1418A
Buying Torches · Tutorial
Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math
LipArcanjo's solution

493.
1419D1
Sage's Birthday (easy version) · Tutorial
Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
LipArcanjo's solution

494.
1430C
Numbers on Whiteboard · Tutorial
Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
LipArcanjo's solution

495.
3A
Shortest path of the king · Tutorial
Quality: 22,149 global accepts · Rating: 1000 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths
LipArcanjo's solution

496.
1A
Theatre Square · Tutorial
Quality: 320,306 global accepts · Rating: 1000 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: math
LipArcanjo's solution

497.
2162C
Beautiful XOR · Tutorial
Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
LipArcanjo's solution

498.
2084B
MIN = GCD · Tutorial
Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
LipArcanjo's solution

499.
2064B
Variety is Discouraged · Tutorial
Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
LipArcanjo's solution

500.
2063B
Subsequence Update · Tutorial
Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
LipArcanjo's solution

501.
2036C
Anya and 1100 · Tutorial
Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
LipArcanjo's solution

502.
2008D
Sakurako's Hobby · Tutorial
Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
LipArcanjo's solution

503.
1993B
Parity and Sum · Tutorial
Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
LipArcanjo's solution

504.
1991B
AND Reconstruction · Tutorial
Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
LipArcanjo's solution

505.
1994B
Fun Game · Tutorial
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
LipArcanjo's solution

506.
1986C
Update Queries · Tutorial
Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
LipArcanjo's solution

507.
1984B
Large Addition · Tutorial
Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
LipArcanjo's solution

508.
1946B
Maximum Sum · Tutorial
Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
LipArcanjo's solution

509.
1923B
Monsters Attack! · Tutorial
Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
LipArcanjo's solution

510.
1921D
Very Different Array · Tutorial
Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers
LipArcanjo's solution

511.
1920B
Summation Game · Tutorial
Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
LipArcanjo's solution

512.
1119A
Ilya and a Colorful Walk · Tutorial
Quality: 11,503 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
LipArcanjo's solution

513.
1917B
Erase First or Second Letter · Tutorial
Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
LipArcanjo's solution

514.
1905B
Begginer's Zelda · Tutorial
Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
LipArcanjo's solution

515.
1610B
Kalindrome Array · Tutorial

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
LipArcanjo's solution

516.
1672C
Unequal Array · Tutorial
Quality: 14,037 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
LipArcanjo's solution

517.
1901B
Chip and Ribbon · Tutorial
Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
LipArcanjo's solution

518.
1685A
Circular Local MiniMax · Tutorial
Quality: 18,594 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
LipArcanjo's solution

519.
1899C
Yarik and Array · Tutorial
Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
LipArcanjo's solution

520.
1899B
250 Thousand Tons of TNT · Tutorial
Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
LipArcanjo's solution

521.
1842B
Tenzing and Books · Tutorial
Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
LipArcanjo's solution

522.
1891B
Deja Vu · Tutorial
Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
LipArcanjo's solution

523.
1873E
Building an Aquarium · Tutorial
Quality: 43,476 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
LipArcanjo's solution

524.
1867B
XOR Palindromes · Tutorial
Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
LipArcanjo's solution

525.
1863C
MEX Repetition · Tutorial
Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
LipArcanjo's solution

526.
1863B
Split Sort · Tutorial
Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
LipArcanjo's solution

527.
1872C
Non-coprime Split · Tutorial
Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
LipArcanjo's solution

528.
1864B
Swap and Reverse · Tutorial
Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
LipArcanjo's solution

529.
1862C
Flower City Fence · Tutorial
Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings
LipArcanjo's solution

530.
1857B
Maximum Rounding · Tutorial
Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
LipArcanjo's solution

531.
1832B
Maximum Sum · Tutorial
Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
LipArcanjo's solution

532.
1827A
Counting Orders · Tutorial
Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
LipArcanjo's solution

533.
1826B
Lunatic Never Content · Tutorial
Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
LipArcanjo's solution

534.
1821B
Sort the Subarray · Tutorial
Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
LipArcanjo's solution

535.
1783B
Matrix of Differences · Tutorial
Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
LipArcanjo's solution

536.
1811C
Restore the Array · Tutorial

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

537.
1791G1
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Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

538.
1791E
Negatives and Positives · Tutorial
Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
LipArcanjo's solution

539.
1787B
Number Factorization · Tutorial
Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
LipArcanjo's solution

540.
1780B
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Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
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541.
1703D
Double Strings · Tutorial
Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
LipArcanjo's solution

542.
1700B
Palindromic Numbers · Tutorial
Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
LipArcanjo's solution

543.
1742D
Coprime · Tutorial
Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
LipArcanjo's solution

544.
1741C
Minimize the Thickness · Tutorial
Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers
LipArcanjo's solution

545.
1722D
Line · Tutorial
Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

546.
1739B
Array Recovery · Tutorial
Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
LipArcanjo's solution

547.
1726B
Mainak and Interesting Sequence · Tutorial
Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
LipArcanjo's solution

548.
1729C
Jumping on Tiles · Tutorial
Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
LipArcanjo's solution

549.
1670B
Dorms War · Tutorial
Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
LipArcanjo's solution

550.
1673B
A Perfectly Balanced String? · Tutorial
Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
LipArcanjo's solution

551.
1669F
Eating Candies · Tutorial
Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
LipArcanjo's solution

552.
1669D
Colorful Stamp · Tutorial
Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
LipArcanjo's solution

553.
1637B
MEX and Array · Tutorial
Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
LipArcanjo's solution

554.
1616B
Mirror in the String · Tutorial
Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
LipArcanjo's solution

555.
1623B
Game on Ranges · Tutorial
Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
LipArcanjo's solution

556.
1618C
Paint the Array · Tutorial
Quality: 32,409 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math
LipArcanjo's solution

557.
1375A
Sign Flipping · Tutorial

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
LipArcanjo's solution

558.
1609B
William the Vigilant · Tutorial
Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
LipArcanjo's solution

559.
1606B
Update Files · Tutorial
Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
LipArcanjo's solution

560.
1594B
Special Numbers · Tutorial
Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
LipArcanjo's solution

561.
1566D1
Seating Arrangements (easy version) · Tutorial
Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
LipArcanjo's solution

562.
1557B
Moamen and k-subarrays · Tutorial
Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

563.
1214B
Badges · Tutorial
Quality: 11,478 global accepts · Rating: 1100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
LipArcanjo's solution

564.
1221B
Knights · Tutorial
Quality: 12,526 global accepts · Rating: 1100 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
LipArcanjo's solution

565.
1523B
Lord of the Values · Tutorial
Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
LipArcanjo's solution

566.
1511C
Yet Another Card Deck · Tutorial
Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
LipArcanjo's solution

567.
1511B
GCD Length · Tutorial
Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
LipArcanjo's solution

568.
1263A
Sweet Problem · Tutorial
Quality: 17,227 global accepts · Rating: 1100 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math
LipArcanjo's solution

569.
1288B
Yet Another Meme Problem · Tutorial
Quality: 17,782 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math
LipArcanjo's solution

570.
1288A
Deadline · Tutorial
Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
LipArcanjo's solution

571.
1481B
New Colony · Tutorial
Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
LipArcanjo's solution

572.
1304B
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1857E
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1710A
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1817A
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1814C
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1811E
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1809C
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1795C
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1791F
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1792C
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761C
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1774B
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1742F
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1739C
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1010A
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1110C
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1368C
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1614C
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1611D
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1263D
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1341C
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1405C
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986.
1196D1
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1968E
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1920C
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1148B
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1010.
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1011.
1349A
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1344A
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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings
LipArcanjo's solution

1013.
1458A
Row GCD · Tutorial
Quality: 25,300 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
LipArcanjo's solution

1014.
1917C
Watering an Array · Tutorial
Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
LipArcanjo's solution

1015.
1483A
Basic Diplomacy · Tutorial
Rating: 1600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
LipArcanjo's solution

1016.
1503A
Balance the Bits · Tutorial
Quality: 14,610 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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1017.
1615C
Menorah · Tutorial
Quality: 9,195 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
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1018.
1610C
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1019.
1677A
Tokitsukaze and Strange Inequality · Tutorial
Quality: 9,357 global accepts · Rating: 1600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
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1020.
1687A
The Enchanted Forest · Tutorial
Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
LipArcanjo's solution

1021.
1707A
Doremy's IQ · Tutorial
Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
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1022.
1849C
Binary String Copying · Tutorial
Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
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1856C
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Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
LipArcanjo's solution

1024.
1886C
Decreasing String · Tutorial
Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
LipArcanjo's solution

1025.
1862E
Kolya and Movie Theatre · Tutorial
Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
LipArcanjo's solution

1026.
1857F
Sum and Product · Tutorial
Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
LipArcanjo's solution

1027.
1843E
Tracking Segments · Tutorial
Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
LipArcanjo's solution

1028.
1833E
Round Dance · Tutorial
Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
LipArcanjo's solution

1029.
1753B
Factorial Divisibility · Tutorial
Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
LipArcanjo's solution

1030.
1822E
Making Anti-Palindromes · Tutorial
Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings
LipArcanjo's solution

1031.
1766D
Lucky Chains · Tutorial
Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
LipArcanjo's solution

1032.
1811D
Umka and a Long Flight · Tutorial
Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
LipArcanjo's solution

1033.
1798D
Shocking Arrangement · Tutorial
Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
LipArcanjo's solution

1034.
1795D
Triangle Coloring · Tutorial
Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
LipArcanjo's solution

1035.
1778C
Flexible String · Tutorial
Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
LipArcanjo's solution

1036.
1787C
Remove the Bracket · Tutorial
Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
LipArcanjo's solution

1037.
1774D
Same Count One · Tutorial
Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
LipArcanjo's solution

1038.
1771C
Hossam and Trainees · Tutorial
Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
LipArcanjo's solution

1039.
1748C
Zero-Sum Prefixes · Tutorial
Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
LipArcanjo's solution

1040.
1703G
Good Key, Bad Key · Tutorial
Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
LipArcanjo's solution

1041.
1698D
Fixed Point Guessing · Tutorial
Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
LipArcanjo's solution

1042.
1741E
Sending a Sequence Over the Network · Tutorial
Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp
LipArcanjo's solution

1043.
1722E
Counting Rectangles · Tutorial
Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
LipArcanjo's solution

1044.
1730B
Meeting on the Line · Tutorial
Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
LipArcanjo's solution

1045.
1071A
Cram Time · Tutorial
Rating: 1600 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
LipArcanjo's solution

1046.
1671D
Insert a Progression · Tutorial
Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
LipArcanjo's solution

1047.
1086A
Connect Three · Tutorial
Rating: 1600 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
LipArcanjo's solution

1048.
1098A
Sum in the tree · Tutorial
Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
LipArcanjo's solution

1049.
1623C
Balanced Stone Heaps · Tutorial
Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
LipArcanjo's solution

1050.
1622C
Set or Decrease · Tutorial
Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
LipArcanjo's solution

1051.
1609D
Social Network · Tutorial
Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
LipArcanjo's solution

1052.
1612D
X-Magic Pair · Tutorial
Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
LipArcanjo's solution

1053.
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
LipArcanjo's solution

1054.
1603B
Moderate Modular Mode · Tutorial
Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
LipArcanjo's solution

1055.
1566D2
Seating Arrangements (hard version) · Tutorial
Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
LipArcanjo's solution

1056.
1567C
Carrying Conundrum · Tutorial
Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
LipArcanjo's solution

1057.
1555D
Say No to Palindromes · Tutorial
Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings
LipArcanjo's solution

1058.
1217B
Zmei Gorynich · Tutorial
Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
LipArcanjo's solution

1059.
1240A
Save the Nature · Tutorial
Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
LipArcanjo's solution

1060.
1542C
Strange Function · Tutorial
Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
LipArcanjo's solution

1061.
1539D
PriceFixed · Tutorial
Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
LipArcanjo's solution

1062.
1523C
Compression and Expansion · Tutorial
Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
LipArcanjo's solution

1063.
847B
Preparing for Merge Sort · Tutorial
Quality: 6,287 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
LipArcanjo's solution

1064.
847H
Load Testing · Tutorial
Quality: 2,608 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
LipArcanjo's solution

1065.
1238C
Standard Free2play · Tutorial
Quality: 7,852 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
LipArcanjo's solution

1066.
1528A
Parsa's Humongous Tree · Tutorial
Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
LipArcanjo's solution

1067.
1514C
Product 1 Modulo N · Tutorial
Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
LipArcanjo's solution

1068.
1511D
Min Cost String · Tutorial
Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
LipArcanjo's solution

1069.
1513C
Add One · Tutorial
Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
LipArcanjo's solution

1070.
1486C1
Guessing the Greatest (easy version) · Tutorial
Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
LipArcanjo's solution

1071.
1288C
Two Arrays · Tutorial
Quality: 15,276 global accepts · Rating: 1600 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
LipArcanjo's solution

1072.
1481C
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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
LipArcanjo's solution

1073.
1295C
Obtain The String · Tutorial
Quality: 13,849 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
LipArcanjo's solution

1074.
1290A
Mind Control · Tutorial
Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
LipArcanjo's solution

1075.
1303C
Perfect Keyboard · Tutorial
Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
LipArcanjo's solution

1076.
1327C
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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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1077.
1334C
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LipArcanjo's solution

1078.
1337C
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Rating: 1600 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
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1079.
1469C
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Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
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1080.
1358C
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1081.
1342C
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1082.
1364C
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Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
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1083.
1373D
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Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
LipArcanjo's solution

1084.
1371D
Grid-00100 · Tutorial
Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
LipArcanjo's solution

1085.
1389B
Array Walk · Tutorial
Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
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1086.
1398C
Good Subarrays · Tutorial
Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
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1087.
1397C
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1088.
1407C
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Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
LipArcanjo's solution

1089.
1196D2
RGB Substring (hard version) · Tutorial
Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
LipArcanjo's solution

1090.
2206J
Worldwide Playlist · Tutorial
Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: math
LipArcanjo's solution

1091.
2071C
Trapmigiano Reggiano · Tutorial
Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
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1092.
2027D1
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Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
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1093.
2023B
Skipping · Tutorial
Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
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1094.
1982D
Beauty of the mountains · Tutorial
Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory
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1095.
1986E
Beautiful Array · Tutorial
Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
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1096.
1984C2
Magnitude (Hard Version) · Tutorial
Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
LipArcanjo's solution

1097.
1975D
Paint the Tree · Tutorial
Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
LipArcanjo's solution

1098.
1934C
Find a Mine · Tutorial
Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math
LipArcanjo's solution

1099.
1936A
Bitwise Operation Wizard · Tutorial
Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
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1100.
1142A
The Beatles · Tutorial
Quality: 3,581 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

LipArcanjo's solution

1101.
1168A
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Quality: 7,597 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
LipArcanjo's solution

1102.
1906M
Triangle Construction · Tutorial
Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
LipArcanjo's solution

1103.
1237C1
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Quality: 6,302 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy
LipArcanjo's solution

1104.
1148C
Crazy Diamond · Tutorial
Quality: 5,627 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
LipArcanjo's solution

1105.
1280A
Cut and Paste · Tutorial
Quality: 5,844 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
LipArcanjo's solution

1106.
1464A
Peaceful Rooks · Tutorial
Rating: 1700 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
LipArcanjo's solution

1107.
1503B
3-Coloring · Tutorial
Quality: 7,681 global accepts · Rating: 1700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive
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1108.
1903D1
Maximum And Queries (easy version) · Tutorial
Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
LipArcanjo's solution

1109.
1672D
Cyclic Rotation · Tutorial
Quality: 6,940 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
LipArcanjo's solution

1110.
1677B
Tokitsukaze and Meeting · Tutorial
Quality: 4,552 global accepts · Rating: 1700 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
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1111.
1896D
Ones and Twos · Tutorial
Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
LipArcanjo's solution

1112.
1901D
Yet Another Monster Fight · Tutorial
Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math
LipArcanjo's solution

1113.
1684D
Traps · Tutorial
Quality: 10,754 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
LipArcanjo's solution

1114.
1687B
Railway System · Tutorial
Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
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1115.
1693B
Fake Plastic Trees · Tutorial
Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
LipArcanjo's solution

1116.
1893B
Neutral Tonality · Tutorial
Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
LipArcanjo's solution

1117.
1849D
Array Painting · Tutorial
Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
LipArcanjo's solution

1118.
1889B
Doremy's Connecting Plan · Tutorial
Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
LipArcanjo's solution

1119.
1879D
Sum of XOR Functions · Tutorial
Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
LipArcanjo's solution

1120.
1873H
Mad City · Tutorial
Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs,

shortest paths, trees
LipArcanjo's solution

1121.
1868B1
Candy Party (Easy Version) · Tutorial
Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
LipArcanjo's solution

1122.
1864D
Matrix Cascade · Tutorial
Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
LipArcanjo's solution

1123.
1835A
k-th equality · Tutorial
Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
LipArcanjo's solution

1124.
1833F
Ira and Flamenco · Tutorial
Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers
LipArcanjo's solution

1125.
1826D
Running Miles · Tutorial
Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
LipArcanjo's solution

1126.
1822G1
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LipArcanjo's solution

1127.
1822F
Gardening Friends · Tutorial
Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
LipArcanjo's solution

1128.
1783C
Yet Another Tournament · Tutorial
Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
LipArcanjo's solution

1129.
1814B
Long Legs · Tutorial
Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
LipArcanjo's solution

1130.
1810D
Climbing the Tree · Tutorial
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LipArcanjo's solution

1131.
1798C
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Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
LipArcanjo's solution

1132.
1792D
Fixed Prefix Permutations · Tutorial
Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings
LipArcanjo's solution

1133.
1777C
Quiz Master · Tutorial
Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
LipArcanjo's solution

1134.
1153C
Serval and Parenthesis Sequence · Tutorial
Quality: 7,793 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
LipArcanjo's solution

1135.
1699C
The Third Problem · Tutorial
Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
LipArcanjo's solution

1136.
1700C
Helping the Nature · Tutorial
Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
LipArcanjo's solution

1137.
1695C
Zero Path · Tutorial
Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
LipArcanjo's solution

1138.
1722F
L-shapes · Tutorial
Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
LipArcanjo's solution

1139.
1735D
Meta-set · Tutorial
Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
LipArcanjo's solution

1140.
1019A
Elections · Tutorial
Quality: 4,857 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

LipArcanjo's solution

1141.
1086B
Minimum Diameter Tree · Tutorial
Rating: 1700 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, trees
LipArcanjo's solution

1142.
1661C
Water the Trees · Tutorial
Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
LipArcanjo's solution

1143.
1621C
Hidden Permutations · Tutorial
Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
LipArcanjo's solution

1144.
1619E
MEX and Increments · Tutorial
Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
LipArcanjo's solution

1145.
1618E
Singers' Tour · Tutorial
Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
LipArcanjo's solution

1146.
1608C
Game Master · Tutorial
Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
LipArcanjo's solution

1147.
1368D
AND, OR and square sum · Tutorial
Quality: 13,667 global accepts · Rating: 1700 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
LipArcanjo's solution

1148.
1611E1
Escape The Maze (easy version) · Tutorial
Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
LipArcanjo's solution

1149.
1598D
Training Session · Tutorial
Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
LipArcanjo's solution

1150.
1594D
The Number of Imposters · Tutorial
Quality: 9,401 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
LipArcanjo's solution

1151.
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
LipArcanjo's solution

1152.
1561D1
Up the Strip (simplified version) · Tutorial
Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory
LipArcanjo's solution

1153.
1538D
Another Problem About Dividing Numbers · Tutorial
Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
LipArcanjo's solution

1154.
1204C
Anna, Svyatoslav and Maps · Tutorial
Quality: 7,209 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
LipArcanjo's solution

1155.
1217C
The Number Of Good Substrings · Tutorial
Quality: 7,857 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force
LipArcanjo's solution

1156.
578B
"Or" Game · Tutorial
Quality: 5,497 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
LipArcanjo's solution

1157.
1551D1
Domino (easy version) · Tutorial
Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
LipArcanjo's solution

1158.
1550C
Manhattan Subarrays · Tutorial
Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
LipArcanjo's solution

1159.
1215D
Ticket Game · Tutorial
Quality: 6,565 global accepts · Rating: 1700 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math
LipArcanjo's solution

1160.
1228C
Primes and Multiplication · Tutorial
Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
LipArcanjo's solution

1161.
1528B
Kavi on Pairing Duty · Tutorial
Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1162.
1239A
Ivan the Fool and the Probability Theory · Tutorial
Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1163.
1512G
Short Task · Tutorial
Quality: 9,394 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
LipArcanjo's solution

1164.
1257D
Yet Another Monster Killing Problem · Tutorial
Quality: 8,172 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
LipArcanjo's solution

1165.
1253D
Harmonious Graph · Tutorial
Quality: 10,251 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
LipArcanjo's solution

1166.
1260C
Infinite Fence · Tutorial
Quality: 8,785 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
LipArcanjo's solution

1167.
1491C
Pekora and Trampoline · Tutorial
Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
LipArcanjo's solution

1168.
1278C
Berry Jam · Tutorial
Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
LipArcanjo's solution

1169.
1268A
Long Beautiful Integer · Tutorial
Quality: 9,069 global accepts · Rating: 1700 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
LipArcanjo's solution

1170.
1279D
Santa's Bot · Tutorial
Quality: 7,294 global accepts · Rating: 1700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
LipArcanjo's solution

1171.
1479A
Searching Local Minimum · Tutorial
Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
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1172.
1292B
Aroma's Search · Tutorial
Quality: 6,770 global accepts · Rating: 1700 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
LipArcanjo's solution

1173.
1295B
Infinite Prefixes · Tutorial
Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
LipArcanjo's solution

1174.
1301C
Ayoub's function · Tutorial
Quality: 9,878 global accepts · Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
LipArcanjo's solution

1175.
1315D
Recommendations · Tutorial
Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
LipArcanjo's solution

1176.
1474C
Array Destruction · Tutorial
Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
LipArcanjo's solution

1177.
1312D
Count the Arrays · Tutorial
Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
LipArcanjo's solution

1178.
1473D
Program · Tutorial
Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
LipArcanjo's solution

1179.
1332D
Walk on Matrix · Tutorial
Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
LipArcanjo's solution

1180.
1330D
Dreamoon Likes Sequences · Tutorial
Rating: 1700 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
LipArcanjo's solution

1181.
1333C
Eugene and an array · Tutorial
Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
LipArcanjo's solution

1182.
1341D
Nastya and Scoreboard · Tutorial
Rating: 1700 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
LipArcanjo's solution

1183.
1469D
Ceil Divisions · Tutorial
Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
LipArcanjo's solution

1184.
1359C
Mixing Water · Tutorial
Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
LipArcanjo's solution

1185.
1362D
Johnny and Contribution · Tutorial
Rating: 1700 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
LipArcanjo's solution

1186.
1365D
Solve The Maze · Tutorial
Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
LipArcanjo's solution

1187.
1451D
Circle Game · Tutorial
Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
LipArcanjo's solution

1188.
1382C2
Prefix Flip (Hard Version) · Tutorial
Rating: 1700 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings
LipArcanjo's solution

1189.
1393C
Pinkie Pie Eats Patty-cakes · Tutorial
Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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1190.
1430D
String Deletion · Tutorial
Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
LipArcanjo's solution

1191.
977F
Consecutive Subsequence · Tutorial
Quality: 25,137 global accepts · Rating: 1700 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
LipArcanjo's solution

1192.
559B
Equivalent Strings · Tutorial
Quality: 11,675 global accepts · Rating: 1700 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings
LipArcanjo's solution

1193.
1157E
Minimum Array · Tutorial
Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
LipArcanjo's solution

1194.
1157C2
Increasing Subsequence (hard version) · Tutorial
Quality: 9,086 global accepts · Rating: 1700 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
LipArcanjo's solution

1195.
2206H
Reflect Sort · Tutorial
Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: number theory
LipArcanjo's solution

1196.
2153D
Not Alone · Tutorial
Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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1197.
2071D1
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Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
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1198.
2042C
Competitive Fishing · Tutorial
Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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1199.
2032D
Genokraken · Tutorial
Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
LipArcanjo's solution

1200.
2035D
Yet Another Real Number Problem · Tutorial
Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
LipArcanjo's solution

1201.
2033F
Kosuke's Sloth · Tutorial
Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
LipArcanjo's solution

1202.
2020D
Connect the Dots · Tutorial
Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
LipArcanjo's solution

1203.
2008G
Sakurako's Task · Tutorial
Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
LipArcanjo's solution

1204.
2006B
Iris and the Tree · Tutorial
Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
LipArcanjo's solution

1205.
1995C
Squaring · Tutorial
Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
LipArcanjo's solution

1206.
1990D
Grid Puzzle · Tutorial
Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation
LipArcanjo's solution

1207.
1987D
World is Mine · Tutorial
Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
LipArcanjo's solution

1208.
1974E
Money Buys Happiness · Tutorial
Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp
LipArcanjo's solution

1209.
1968F
Equal XOR Segments · Tutorial
Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
LipArcanjo's solution

1210.
1965B
Missing Subsequence Sum · Tutorial
Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
LipArcanjo's solution

1211.
1949I
Disks · Tutorial
Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
LipArcanjo's solution

1212.
1941F
Rudolf and Imbalance · Tutorial
Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers
LipArcanjo's solution

1213.
1666L
Labyrinth · Tutorial
Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
LipArcanjo's solution

1214.
1666C
Connect the Points · Tutorial
Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry
LipArcanjo's solution

1215.
1923D
Slimes · Tutorial
Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
LipArcanjo's solution

1216.
1172A
Nauuo and Cards · Tutorial
Quality: 5,177 global accepts · Rating: 1800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
LipArcanjo's solution

1217.
1912K
Kim's Quest · Tutorial
Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
LipArcanjo's solution

1218.
1922E
Increasing Subsequences · Tutorial
Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
LipArcanjo's solution

1219.
1148D
Dirty Deeds Done Dirt Cheap · Tutorial
Quality: 5,263 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

1220.
1261B2
Optimal Subsequences (Hard Version) · Tutorial
Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
LipArcanjo's solution

1221.
1326D2
Prefix-Suffix Palindrome (Hard version) · Tutorial
Quality: 11,759 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
LipArcanjo's solution

1222.
1548B
Integers Have Friends · Tutorial
Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
LipArcanjo's solution

1223.
1572A
Book · Tutorial
Quality: 10,435 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
LipArcanjo's solution

1224.
1907F
Shift and Reverse · Tutorial
Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

1225.
1630B
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1921F
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1303D
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1941G
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math
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1436.
1815B
Sum Graph · Tutorial
Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
LipArcanjo's solution

1437.
1788D
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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
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1438.
1696E
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1439.
1741F
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1019B
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1441.
1053B
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1442.
1103B
Game with modulo · Tutorial
Quality: 3,531 global accepts · Rating: 2000 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
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1443.
1616D
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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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1444.
1622D
Shuffle · Tutorial
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LipArcanjo's solution

1445.
1619F
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LipArcanjo's solution

1446.
1619G
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Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings
LipArcanjo's solution

1447.
1618F
Reverse · Tutorial
Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
LipArcanjo's solution

1448.
1613E
Crazy Robot · Tutorial
Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
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1449.
1612E
Messages · Tutorial
Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
LipArcanjo's solution

1450.
1566E
Buds Re-hanging · Tutorial
Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
LipArcanjo's solution

1451.
1567D
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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
LipArcanjo's solution

1452.
1561E
Bottom-Tier Reversals · Tutorial
Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
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1453.
1214E
Petya and Construction Set · Tutorial
Quality: 2,864 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
LipArcanjo's solution

1454.
1551E
Fixed Points · Tutorial
Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp
LipArcanjo's solution

1455.
1240B
Sequence Sorting · Tutorial
Rating: 2000 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
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1456.
1536D
Omkar and Medians · Tutorial
Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
LipArcanjo's solution

1457.
1244C
The Football Season · Tutorial
Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
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1458.
1514D
Cut and Stick · Tutorial
Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-21 · last AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
LipArcanjo's solution

1459.
1513D
GCD and MST · Tutorial
Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
LipArcanjo's solution

1460.
1288D
Minimax Problem · Tutorial
Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
LipArcanjo's solution

1461.
1288E
Messenger Simulator · Tutorial
Quality: 4,017 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures
LipArcanjo's solution

1462.
1481D
AB Graph · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
LipArcanjo's solution

1463.
1301D
Time to Run · Tutorial
Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
LipArcanjo's solution

1464.
1304E
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LipArcanjo's solution

1465.
1359D
Yet Another Yet Another Task · Tutorial
Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
LipArcanjo's solution

1466.
1438C
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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
LipArcanjo's solution

1467.
1380D
Berserk And Fireball · Tutorial
Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
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1468.
2162F
Beautiful Intervals · Tutorial
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LipArcanjo's solution

1469.
2061F1
Kevin and Binary String (Easy Version) · Tutorial
Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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1470.
2037F
Ardent Flames · Tutorial
Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers
LipArcanjo's solution

1471.
2008H
Sakurako's Test · Tutorial
Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

LipArcanjo's solution

1472.
2003D2
Turtle and a MEX Problem (Hard Version) · Tutorial
Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
LipArcanjo's solution

1473.
1975E
Chain Queries · Tutorial
Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
LipArcanjo's solution

1474.
837E
Vasya's Function · Tutorial
Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
LipArcanjo's solution

1475.
1938J
There and Back Again · Tutorial
Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

1476.
1934D1
XOR Break --- Solo Version · Tutorial
Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
LipArcanjo's solution

1477.
1666J
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Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
LipArcanjo's solution

1478.
1120C
Compress String · Tutorial
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1479.
1912B
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LipArcanjo's solution

1480.
1906J
Count BFS Graph · Tutorial
Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
LipArcanjo's solution

1481.
1906F
Maximize The Value · Tutorial
Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
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1482.
1924B
Space Harbour · Tutorial
Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings
LipArcanjo's solution

1483.
1920E
Counting Binary Strings · Tutorial
Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1484.
1266E
Spaceship Solitaire · Tutorial
Quality: 2,348 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
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1485.
1919D
01 Tree · Tutorial
Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
LipArcanjo's solution

1486.
1392E
Omkar and Duck · Tutorial
Quality: 3,748 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
LipArcanjo's solution

1487.
1464B
Grime Zoo · Tutorial
Rating: 2100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
LipArcanjo's solution

1488.
1913D
Array Collapse · Tutorial
Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees
LipArcanjo's solution

1489.
1654D
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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
LipArcanjo's solution

1490.
1900E
Transitive Graph · Tutorial
Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
LipArcanjo's solution

1491.
1896E
Permutation Sorting · Tutorial
Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
LipArcanjo's solution

1492.
1684E
MEX vs DIFF · Tutorial
Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
LipArcanjo's solution

1493.
1856D
More Wrong · Tutorial
Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive
LipArcanjo's solution

1494.
1886D
Monocarp and the Set · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
LipArcanjo's solution

1495.
1868B2
Candy Party (Hard Version) · Tutorial
Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
LipArcanjo's solution

1496.
1863E
Speedrun · Tutorial
Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
LipArcanjo's solution

1497.
1866G
Grouped Carriages · Tutorial
Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
LipArcanjo's solution

1498.
1864E
Guess Game · Tutorial
Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
LipArcanjo's solution

1499.
1832D1
Red-Blue Operations (Easy Version) · Tutorial
Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math
LipArcanjo's solution

1500.
894E
Ralph and Mushrooms · Tutorial
Quality: 3,092 global accepts · Rating: 2100 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs
LipArcanjo's solution

1501.
1821E
Rearrange Brackets · Tutorial
Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings
LipArcanjo's solution

1502.
1767C
Count Binary Strings · Tutorial
Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
LipArcanjo's solution

1503.
1811G1
Vlad and the Nice Paths (easy version) · Tutorial
Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
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1504.
1811F
Is It Flower? · Tutorial
Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation
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1505.
1810E
Monsters · Tutorial
Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
LipArcanjo's solution

1506.
1778D
Flexible String Revisit · Tutorial
Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
LipArcanjo's solution

1507.
1787E
The Harmonization of XOR · Tutorial
Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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1508.
1039B
Subway Pursuit · Tutorial
Quality: 2,597 global accepts · Rating: 2100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities
LipArcanjo's solution

1509.
1671E
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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
LipArcanjo's solution

1510.
1078B
The Unbearable Lightness of Weights · Tutorial
Rating: 2100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
LipArcanjo's solution

1511.
1098B
Nice table · Tutorial
Quality: 1,797 global accepts · Rating: 2100 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
LipArcanjo's solution

1512.
1637E
Best Pair · Tutorial
Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
LipArcanjo's solution

1513.
1614D1
Divan and Kostomuksha (easy version) · Tutorial
Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
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1514.
1605D
Treelabeling · Tutorial
Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
LipArcanjo's solution

1515.
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
LipArcanjo's solution

1516.
1598E
Staircases · Tutorial
Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
LipArcanjo's solution

1517.
1538E
Funny Substrings · Tutorial
Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
LipArcanjo's solution

1518.
1538G
Gift Set · Tutorial
Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search
LipArcanjo's solution

1519.
1207F
Remainder Problem · Tutorial
Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
LipArcanjo's solution

1520.
1555E
Boring Segments · Tutorial
Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers
LipArcanjo's solution

1521.
1551D2
Domino (hard version) · Tutorial
Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

LipArcanjo's solution

1522.
1553E
Permutation Shift · Tutorial
Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
LipArcanjo's solution

1523.
1240C
Paint the Tree · Tutorial
Rating: 2100 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
LipArcanjo's solution

1524.
847F
Berland Elections · Tutorial
Quality: 1,003 global accepts · Rating: 2100 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

1525.
1525E
Assimilation IV · Tutorial
Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
LipArcanjo's solution

1526.
1511E
Colorings and Dominoes · Tutorial
Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
LipArcanjo's solution

1527.
1271D
Portals · Tutorial
Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
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1528.
1479B2
Painting the Array II · Tutorial
Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
LipArcanjo's solution

1529.
1323D
Present · Tutorial
Rating: 2100 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings
LipArcanjo's solution

1530.
1333D
Challenges in school ! 41 Tutorial
Quality: 4,131 global accepts · Rating: 2100 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
LipArcanjo's solution

1531.
1355E
Restorer Distance · Tutorial
Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

LipArcanjo's solution

1532.
1466F
Euclid's nightmare · Tutorial
Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
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1533.
1446C
Xor Tree · Tutorial
Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
LipArcanjo's solution

1534.
1418D
Trash Problem · Tutorial
Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
LipArcanjo's solution

1535.
2206C
Upside Down Dijkstra · Tutorial
Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
LipArcanjo's solution

1536.
2162G
Beautiful Tree · Tutorial
Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees
LipArcanjo's solution

1537.
2085E
Serval and Modulo · Tutorial
Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
LipArcanjo's solution

1538.
2062D
Balanced Tree · Tutorial
Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
LipArcanjo's solution

1539.
2027D2
The Endspeaker (Hard Version) · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
LipArcanjo's solution

1540.
1997E
Level Up · Tutorial
Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
LipArcanjo's solution

1541.
1991F
Triangle Formation · Tutorial

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
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1542.
1996G
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1543.
1986G1
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1544.
1968G2
Division + LCP (hard version) · Tutorial
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LipArcanjo's solution

1545.
1967B2
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LipArcanjo's solution

1546.
1949F
Dating · Tutorial
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1547.
1946E
Girl Permutation · Tutorial
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1548.
1938E
Duplicates · Tutorial
Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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1549.
1666I
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1550.
1666F
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Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
LipArcanjo's solution

1551.
1158B
The minimal unique substring · Tutorial

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings
LipArcanjo's solution

1552.
1168C
And Reachability · Tutorial
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LipArcanjo's solution

1553.
1912E
Evaluate It and Back Again · Tutorial
Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
LipArcanjo's solution

1554.
1906H
Twin Friends · Tutorial
Quality: 1,089 global accepts · Rating: 2200 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
LipArcanjo's solution

1555.
1921G
Mischievous Shooter · Tutorial
Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
LipArcanjo's solution

1556.
1178F1
Short Colorful Strip · Tutorial
Quality: 2,287 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp
LipArcanjo's solution

1557.
1261D1
Wrong Answer on test 233 (Easy Version) · Tutorial
Rating: 2200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
LipArcanjo's solution

1558.
1261C
Arson In Berland Forest · Tutorial
Rating: 2200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths
LipArcanjo's solution

1559.
1155E
Guess the Root · Tutorial
Quality: 1,602 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, interactive, math
LipArcanjo's solution

1560.
1470D
Strange Housing · Tutorial
Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
LipArcanjo's solution

1561.
1909F1
Small Permutation Problem (Easy Version) · Tutorial
Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
LipArcanjo's solution

1562.
1503C
Travelling Salesman Problem · Tutorial
Quality: 3,846 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
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1563.
1907G
Lights · Tutorial
Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
LipArcanjo's solution

1564.
1630C
Paint the Middle · Tutorial
Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
LipArcanjo's solution

1565.
1641C
Anonymity Is Important · Tutorial
Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
LipArcanjo's solution

1566.
1901E
Compressed Tree · Tutorial
Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
LipArcanjo's solution

1567.
1898E
Sofia and Strings · Tutorial
Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
LipArcanjo's solution

1568.
1854B
Earn or Unlock · Tutorial
Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
LipArcanjo's solution

1569.
1867E2
Salyg1n and Array (hard version) · Tutorial
Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
LipArcanjo's solution

1570.
1860D
Balanced String · Tutorial
Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
LipArcanjo's solution

1571.
1858D
Trees and Segments · Tutorial
Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
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1572.
1841E
Fill the Matrix · Tutorial
Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
LipArcanjo's solution

1573.
1822G2
Magic Triples (Hard Version) · Tutorial
Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
LipArcanjo's solution

1574.
52C
Circular RMQ · Tutorial
Quality: 11,252 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
LipArcanjo's solution

1575.
1815C
Between · Tutorial
Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
LipArcanjo's solution

1576.
1811G2
Vlad and the Nice Paths (hard version) · Tutorial
Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
LipArcanjo's solution

1577.
1788E
Sum Over Zero · Tutorial
Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp
LipArcanjo's solution

1578.
1785C
Monsters (hard version) · Tutorial
Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
LipArcanjo's solution

1579.
1741G
Kirill and Company · Tutorial
Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
LipArcanjo's solution

1580.
1704E
Count Seconds · Tutorial
Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
LipArcanjo's solution

1581.
1730D
Prefixes and Suffixes · Tutorial
Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers
LipArcanjo's solution

1582.
1110D
Jongmah · Tutorial
Quality: 3,997 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
LipArcanjo's solution

1583.
1635E
Cars · Tutorial
Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
LipArcanjo's solution

1584.
1616E
Lexicographically Small Enough · Tutorial
Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
LipArcanjo's solution

1585.
1618G
Trader Problem · Tutorial
Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings
LipArcanjo's solution

1586.
1179C
Serge and Dining Room · Tutorial
Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
LipArcanjo's solution

1587.
1607G
Banquet Preparations 1 · Tutorial
Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
LipArcanjo's solution

1588.
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
LipArcanjo's solution

1589.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
LipArcanjo's solution

1590.
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
LipArcanjo's solution

1591.
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
LipArcanjo's solution

1592.
1551F
Equidistant Vertices · Tutorial
Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
LipArcanjo's solution

1593.
1542D
Priority Queue · Tutorial
Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
LipArcanjo's solution

1594.
1215E
Marbles · Tutorial
Quality: 3,461 global accepts · Rating: 2200 · first AC: 2021-06-08 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
LipArcanjo's solution

1595.
1238E
Keyboard Purchase · Tutorial
Quality: 3,466 global accepts · Rating: 2200 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
LipArcanjo's solution

1596.
1246C
Rock Is Push · Tutorial
Rating: 2200 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
LipArcanjo's solution

1597.
1278E
Tests for problem D · Tutorial
Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
LipArcanjo's solution

1598.
1477C
Nezzar and Nice Beatmap · Tutorial
Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
LipArcanjo's solution

1599.
1334E
Divisor Paths · Tutorial
Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
LipArcanjo's solution

1600.
1339E
Perfect Triples · Tutorial
Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
LipArcanjo's solution

1601.
1438D
Powerful Ksenia · Tutorial
Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
LipArcanjo's solution

1602.
1384B2
Koa and the Beach (Hard Version) · Tutorial
Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
LipArcanjo's solution

1603.
2134E
Power Boxes · Tutorial
Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
LipArcanjo's solution

1604.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
LipArcanjo's solution

1605.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
LipArcanjo's solution

1606.
2021E1
Digital Village (Easy Version) · Tutorial
Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
LipArcanjo's solution

1607.
2006C
Eri and Expanded Sets · Tutorial
Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
LipArcanjo's solution

1608.
1995D
Cases · Tutorial
Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
LipArcanjo's solution

1609.
1988E
Range Minimum Sum · Tutorial
Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
LipArcanjo's solution

1610.
1989E
Distance to Different · Tutorial
Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1611.
1982E
Number of k-good subarrays · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

LipArcanjo's solution

1612.
1980G
Yasya and the Mysterious Tree · Tutorial
Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees
LipArcanjo's solution

1613.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
LipArcanjo's solution

1614.
1965C
Folding Strip · Tutorial
Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
LipArcanjo's solution

1615.
1949G
Scooter · Tutorial
Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy
LipArcanjo's solution

1616.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

1617.
1172C1
Nauuo and Pictures (easy version) · Tutorial
Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
LipArcanjo's solution

1618.
1912J
Joy of Pokémon Observation · Tutorial
Quality: 733 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

1619.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
LipArcanjo's solution

1620.
1929E
Sasha and the Happy Tree Cutting · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
LipArcanjo's solution

1621.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
LipArcanjo's solution

1622.
1916E
Happy Life in University · Tutorial
Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
LipArcanjo's solution

1623.
1464C
Poman Numbers · Tutorial
Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
LipArcanjo's solution

1624.
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
LipArcanjo's solution

1625.
1610E
AmShZ and G.O.A.T. · Tutorial
Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
LipArcanjo's solution

1626.
1654E
Arithmetic Operations · Tutorial
Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
LipArcanjo's solution

1627.
1693C
Keshi in Search of AmShZ · Tutorial
Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
LipArcanjo's solution

1628.
1895E
Infinite Card Game · Tutorial
Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
LipArcanjo's solution

1629.
1824B2
LuoTianyi and the Floating Islands (Hard Version) · Tutorial
Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
LipArcanjo's solution

1630.
1849E
Max to the Right of Min · Tutorial
Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
LipArcanjo's solution

1631.
1874C
Jellyfish and EVA · Tutorial
Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
LipArcanjo's solution

1632.
1870E
Another MEX Problem · Tutorial
Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
LipArcanjo's solution

1633.
1864F
Exotic Queries · Tutorial
Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
LipArcanjo's solution

1634.
1843F2
Omsk Metro (hard version) · Tutorial
Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
LipArcanjo's solution

1635.
727F
Polycarp's problems · Tutorial
Quality: 957 global accepts · Rating: 2300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
LipArcanjo's solution

1636.
1450C2
Errich-Tac-Toe (Hard Version) · Tutorial
Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
LipArcanjo's solution

1637.
87D
Beautiful Road · Tutorial
Quality: 1,055 global accepts · Rating: 2300 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
LipArcanjo's solution

1638.
1188B
Count Pairs · Tutorial
Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers
LipArcanjo's solution

1639.
1239C
Queue in the Train · Tutorial
Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
LipArcanjo's solution

1640.
362E
Petya and Pipes · Tutorial
Quality: 895 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths
LipArcanjo's solution

1641.
77D
Domino Carpet · Tutorial
Quality: 363 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
LipArcanjo's solution

1642.
1236D
Alice and the Doll · Tutorial
Quality: 1,738 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
LipArcanjo's solution

1643.
317D
Game with Powers · Tutorial
Quality: 1,257 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
LipArcanjo's solution

1644.
1603C
Extreme Extension · Tutorial
Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
LipArcanjo's solution

1645.
1781E
Rectangle Shrinking · Tutorial
Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers
LipArcanjo's solution

1646.
891C
Envy · Tutorial
Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
LipArcanjo's solution

1647.
1198D
Rectangle Painting 1 · Tutorial
Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
LipArcanjo's solution

1648.
1705E
Mark and Professor Koro · Tutorial
Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
LipArcanjo's solution

1649.
1399F
Yet Another Segments Subset · Tutorial
Quality: 1,869 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, sortings
LipArcanjo's solution

1650.
1451E2
Bitwise Queries (Hard Version) · Tutorial
Quality: 3,379 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
LipArcanjo's solution

1651.
893F
Subtree Minimum Query · Tutorial
Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
LipArcanjo's solution

1652.
623B
Array GCD · Tutorial
Quality: 2,370 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory
LipArcanjo's solution

1653.
1042E
Vasya and Magic Matrix · Tutorial
Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
LipArcanjo's solution

1654.
149E
Martian Strings · Tutorial
Quality: 2,516 global accepts · Rating: 2300 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
LipArcanjo's solution

1655.
1766E
Decomposition · Tutorial
Quality: 1,476 global accepts · Rating: 2300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
LipArcanjo's solution

1656.
1780F
Three Chairs · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
LipArcanjo's solution

1657.
1748E
Yet Another Array Counting Problem · Tutorial
Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
LipArcanjo's solution

1658.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
LipArcanjo's solution

1659.
1698E
PermutationForces II · Tutorial
Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
LipArcanjo's solution

1660.
1621E
New School · Tutorial
Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-09 · last AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
LipArcanjo's solution

1661.
1614D2
Divan and Kostomuksha (hard version) · Tutorial
Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
LipArcanjo's solution

1662.
1588C
Game with Stones · Tutorial
Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
LipArcanjo's solution

1663.
1607F
Robot on the Board 2 · Tutorial
Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
LipArcanjo's solution

1664.
1200F
Graph Traveler · Tutorial
Quality: 1,163 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
LipArcanjo's solution

1665.
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
LipArcanjo's solution

1666.
1540B
Tree Array · Tutorial
Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
LipArcanjo's solution

1667.
1536E
Omkar and Forest · Tutorial
Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
LipArcanjo's solution

1668.
1228E
Another Filling the Grid · Tutorial
Quality: 3,453 global accepts · Rating: 2300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1669.
1251E1
Voting (Easy Version) · Tutorial
Quality: 2,588 global accepts · Rating: 2300 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
LipArcanjo's solution

1670.
1513E
Cost Equilibrium · Tutorial
Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
LipArcanjo's solution

1671.
1276C
Beautiful Rectangle · Tutorial
Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
LipArcanjo's solution

1672.
1285E
Delete a Segment · Tutorial
Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
LipArcanjo's solution

1673.
1380E
Merging Towers · Tutorial
Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
LipArcanjo's solution

1674.
2206F
Minesweeper String · Tutorial
Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory
LipArcanjo's solution

1675.
2153E
Zero Trailing Factorial · Tutorial
Quality: 986 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
LipArcanjo's solution

1676.
1083E
The Fair Nut and Rectangles · Tutorial
Quality: 5,616 global accepts · Rating: 2400 · first AC: 2025-02-17 · last AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
LipArcanjo's solution

1677.
2064E
Mycraft Sand Sort · Tutorial
Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
LipArcanjo's solution

1678.
794D
Labelling Cities · Tutorial
Quality: 914 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing
LipArcanjo's solution

1679.
2023C
C+K+S · Tutorial
Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
LipArcanjo's solution

1680.
2001E1
Deterministic Heap (Easy Version) · Tutorial
Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
LipArcanjo's solution

1681.
802M2
April Fools' Problem (medium) · Tutorial
Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs
LipArcanjo's solution

1682.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
LipArcanjo's solution

1683.
1980F2
Field Division (hard version) · Tutorial
Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
LipArcanjo's solution

1684.
1938F
Forming Groups · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1685.
1938K
Tree Quiz · Tutorial
Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

1686.
1632E1
Distance Tree (easy version) · Tutorial
Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
LipArcanjo's solution

1687.
1634E
Fair Share · Tutorial
Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
LipArcanjo's solution

1688.
1934D2
XOR Break --- Game Version · Tutorial
Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
LipArcanjo's solution

1689.
1936C
Pokémon Arena · Tutorial
Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
LipArcanjo's solution

1690.
1129C
Morse Code · Tutorial
Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
LipArcanjo's solution

1691.
1142C
U2 · Tutorial
Quality: 1,547 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry
LipArcanjo's solution

1692.
1161D
Palindrome XOR · Tutorial
Rating: 2400 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation
LipArcanjo's solution

1693.
1912H
Hypercatapult Commute · Tutorial
Quality: 608 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs
LipArcanjo's solution

1694.
1912G
Great City Saint Petersburg · Tutorial
Quality: 588 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures
LipArcanjo's solution

1695.
1924C
Fractal Origami · Tutorial
Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
LipArcanjo's solution

1696.
1237E
Balanced Binary Search Trees · Tutorial
Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
LipArcanjo's solution

1697.
1839E
Decreasing Game · Tutorial
Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
LipArcanjo's solution

1698.
1369E
DeadLee · Tutorial
Quality: 2,454 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
LipArcanjo's solution

1699.
1326E
Bombs · Tutorial
Quality: 2,420 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
LipArcanjo's solution

1700.
1392F
Omkar and Landslide · Tutorial
Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
LipArcanjo's solution

1701.
1909E
Multiple Lamps · Tutorial
Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
LipArcanjo's solution

1702.
1913E
Matrix Problem · Tutorial
Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
LipArcanjo's solution

1703.
1483D
Useful Edges · Tutorial
Rating: 2400 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
LipArcanjo's solution

1704.
1905E
One-X · Tutorial
Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
LipArcanjo's solution

1705.
1630D
Flipping Range · Tutorial
Quality: 1,994 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
LipArcanjo's solution

1706.
1667C
Half Queen Cover · Tutorial
Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
LipArcanjo's solution

1707.
1707C
DFS Trees · Tutorial
Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
LipArcanjo's solution

1708.
1886E
I Wanna be the Team Leader · Tutorial
Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
LipArcanjo's solution

1709.
1882E1
Two Permutations (Easy Version) · Tutorial
Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
LipArcanjo's solution

1710.
1868C
Travel Plan · Tutorial
Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-13 · last AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees
LipArcanjo's solution

1711.
1860E
Fast Travel Text Editor · Tutorial
Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
LipArcanjo's solution

1712.
1844E
Great Grids · Tutorial
Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
LipArcanjo's solution

1713.
845E
Fire in the City · Tutorial
Quality: 693 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
LipArcanjo's solution

1714.
1779E
Anya's Simultaneous Exhibition · Tutorial
Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
LipArcanjo's solution

1715.
1620G
Subsequences Galore · Tutorial
Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
LipArcanjo's solution

1716.
1715E
Long Way Home · Tutorial
Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
LipArcanjo's solution

1717.
1485F
Copy or Prefix Sum · Tutorial
Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
LipArcanjo's solution

1718.
1144G
Two Merged Sequences · Tutorial
Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
LipArcanjo's solution

1719.
1418E
Expected Damage · Tutorial
Quality: 2,202 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities
LipArcanjo's solution

1720.
1028E
Restore Array · Tutorial
Quality: 1,202 global accepts · Rating: 2400 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
LipArcanjo's solution

1721.
1830C
Hyperregular Bracket Strings · Tutorial
Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
LipArcanjo's solution

1722.
1837F
Editorial for Two · Tutorial
Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation
LipArcanjo's solution

1723.
1832D2
Red-Blue Operations (Hard Version) · Tutorial
Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
LipArcanjo's solution

1724.
1827B2
Range Sorting (Hard Version) · Tutorial
Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
LipArcanjo's solution

1725.
1753D
The Beach · Tutorial
Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
LipArcanjo's solution

1726.
1819C
The Fox and the Complete Tree Traversal · Tutorial
Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
LipArcanjo's solution

1727.
1809E
Two Tanks · Tutorial
Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math
LipArcanjo's solution

1728.
1785D
Wooden Spoon · Tutorial
Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
LipArcanjo's solution

1729.
1780G
Delicious Dessert · Tutorial
Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures
LipArcanjo's solution

1730.
1780E
Josuke and Complete Graph · Tutorial
Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
LipArcanjo's solution

1731.
593E
Strange Calculation and Cats · Tutorial
Quality: 700 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

LipArcanjo's solution

1732.
1777F
Comfortably Numb · Tutorial
Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
LipArcanjo's solution

1733.
1774F1
Magician and Pigs (Easy Version) · Tutorial
Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
LipArcanjo's solution

1734.
1739E
Cleaning Robot · Tutorial
Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
LipArcanjo's solution

1735.
1726E
Almost Perfect · Tutorial
Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
LipArcanjo's solution

1736.
1078C
Vasya and Maximum Matching · Tutorial
Rating: 2400 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
LipArcanjo's solution

1737.
1107E
Vasya and Binary String · Tutorial
Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp
LipArcanjo's solution

1738.
1098C
Construct a tree · Tutorial
Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
LipArcanjo's solution

1739.
1619H
Permutation and Queries · Tutorial
Quality: 1,434 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
LipArcanjo's solution

1740.
1608D
Dominoes · Tutorial
Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
LipArcanjo's solution

1741.
1605E
Array Equalizer · Tutorial
Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

LipArcanjo's solution

1742.
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
LipArcanjo's solution

1743.
1598F
RBS · Tutorial
Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
LipArcanjo's solution

1744.
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
LipArcanjo's solution

1745.
1205C
Palindromic Paths · Tutorial
Quality: 1,263 global accepts · Rating: 2400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, interactive
LipArcanjo's solution

1746.
1523D
Love-Hate · Tutorial
Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
LipArcanjo's solution

1747.
847L
Berland SU Computer Network · Tutorial
Quality: 347 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees
LipArcanjo's solution

1748.
847J
Students Initiation · Tutorial
Quality: 778 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
LipArcanjo's solution

1749.
1251E2
Voting (Hard Version) · Tutorial
Quality: 2,952 global accepts · Rating: 2400 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
LipArcanjo's solution

1750.
1242C
Sum Balance · Tutorial
Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
LipArcanjo's solution

1751.
1491E
Fib-tree · Tutorial
Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
LipArcanjo's solution

1752.
1286C1
Madhouse (Easy version) · Tutorial
Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
LipArcanjo's solution

1753.
2206E
Parallel Sums · Tutorial
Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-22 · last AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry
LipArcanjo's solution

1754.
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
LipArcanjo's solution

1755.
2057E2
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Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
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1756.
2026E
Best Subsequence · Tutorial
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LipArcanjo's solution

1757.
2035F
Tree Operations · Tutorial
Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
LipArcanjo's solution

1758.
2021D
Boss, Thirsty · Tutorial
Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
LipArcanjo's solution

1759.
2021E2
Digital Village (Hard Version) · Tutorial
Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
LipArcanjo's solution

1760.
1994F
Stardew Valley · Tutorial
Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
LipArcanjo's solution

1761.
1987F1
Interesting Problem (Easy Version) · Tutorial
Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

LipArcanjo's solution

1762.
1986G2
Permutation Problem (Hard Version) · Tutorial
Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory
LipArcanjo's solution

1763.
1984F
Reconstruction · Tutorial
Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
LipArcanjo's solution

1764.
1951F
Inversion Composition · Tutorial
Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
LipArcanjo's solution

1765.
1946F
Nobody is needed · Tutorial
Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
LipArcanjo's solution

1766.
1666E
Even Split · Tutorial
Quality: 883 global accepts · Rating: 2500 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
LipArcanjo's solution

1767.
1120D
Power Tree · Tutorial
Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
LipArcanjo's solution

1768.
1918F
Caterpillar on a Tree · Tutorial
Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees
LipArcanjo's solution

1769.
1922F
Replace on Segment · Tutorial
Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings
LipArcanjo's solution

1770.
1917F
Construct Tree · Tutorial
Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
LipArcanjo's solution

1771.
1470C
Strange Shuffle · Tutorial

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive
LipArcanjo's solution

1772.
1909F2
Small Permutation Problem (Hard Version) · Tutorial
Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1773.
1572B
Xor of 3 · Tutorial
Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-12-10 · last AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
LipArcanjo's solution

1774.
1903D2
Maximum And Queries (hard version) · Tutorial
Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
LipArcanjo's solution

1775.
1677D
Tokitsukaze and Permutations · Tutorial
Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
LipArcanjo's solution

1776.
1687C
Sanae and Giant Robot · Tutorial
Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
LipArcanjo's solution

1777.
1854C
Expected Destruction · Tutorial
Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
LipArcanjo's solution

1778.
1891E
Brukhovich and Exams · Tutorial
Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
LipArcanjo's solution

1779.
1858E1
Rollbacks (Easy Version) · Tutorial
Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
LipArcanjo's solution

1780.
1041F
Ray in the tube · Tutorial
Quality: 1,614 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, math
LipArcanjo's solution

1781.
1847F
The Boss's Identity · Tutorial

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
LipArcanjo's solution

1782.
1492E
Almost Fault-Tolerant Database · Tutorial
Quality: 1,290 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
LipArcanjo's solution

1783.
1767E
Algebra Flash · Tutorial
Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
LipArcanjo's solution

1784.
1814D
Balancing Weapons · Tutorial
Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
LipArcanjo's solution

1785.
1778E
The Tree Has Fallen! · Tutorial
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LipArcanjo's solution

1786.
1787F
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Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
LipArcanjo's solution

1787.
1771F
Hossam and Range Minimum Query · Tutorial
Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
LipArcanjo's solution

1788.
1053C
Putting Boxes Together · Tutorial
Rating: 2500 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
LipArcanjo's solution

1789.
1661E
Narrow Components · Tutorial
Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
LipArcanjo's solution

1790.
1368E
Ski Accidents · Tutorial
Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
LipArcanjo's solution

1791.
1375E
Inversion SwapSort · Tutorial

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
LipArcanjo's solution

1792.
1556F
Sports Betting · Tutorial
Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
LipArcanjo's solution

1793.
1221E
Game With String · Tutorial
Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: games
LipArcanjo's solution

1794.
1539E
Game with Cards · Tutorial
Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
LipArcanjo's solution

1795.
1354F
Summoning Minions · Tutorial
Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
LipArcanjo's solution

1796.
1239B
The World Is Just a Programming Task (Hard Version) · Tutorial
Quality: 1,121 global accepts · Rating: 2500 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
LipArcanjo's solution

1797.
1325F
Ehab's Last Theorem · Tutorial
Quality: 2,330 global accepts · Rating: 2500 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
LipArcanjo's solution

1798.
2085F1
Serval and Colorful Array (Easy Version) · Tutorial
Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
LipArcanjo's solution

1799.
2064F
We Be Summing · Tutorial
Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
LipArcanjo's solution

1800.
1987F2
Interesting Problem (Hard Version) · Tutorial
Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp
LipArcanjo's solution

1801.
1994G
Minecraft · Tutorial

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
LipArcanjo's solution

1802.
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
LipArcanjo's solution

1803.
1949D
Funny or Scary? · Tutorial
Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
LipArcanjo's solution

1804.
1949J
Amanda the Amoeba · Tutorial
Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers
LipArcanjo's solution

1805.
1172C2
Nauuo and Pictures (hard version) · Tutorial
Quality: 995 global accepts · Rating: 2600 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities
LipArcanjo's solution

1806.
1906B
Button Pressing · Tutorial
Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing
LipArcanjo's solution

1807.
1237F
Balanced Domino Placements · Tutorial
Quality: 1,093 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
LipArcanjo's solution

1808.
1178F2
Long Colorful Strip · Tutorial
Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp
LipArcanjo's solution

1809.
1919E
Counting Prefixes · Tutorial
Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
LipArcanjo's solution

1810.
1261E
Not Same · Tutorial
Rating: 2600 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
LipArcanjo's solution

1811.
1326F1
Wise Men (Easy Version) · Tutorial
Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-

middle
LipArcanjo's solution

1812.
1344C
Quantifier Question · Tutorial
Quality: 1,980 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math
LipArcanjo's solution

1813.
1495D
BFS Trees · Tutorial
Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
LipArcanjo's solution

1814.
1684F
Diverse Segments · Tutorial
Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers
LipArcanjo's solution

1815.
1898F
Vova Escapes the Matrix · Tutorial
Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths
LipArcanjo's solution

1816.
1889C2
Doremy's Drying Plan (Hard Version) · Tutorial
Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
LipArcanjo's solution

1817.
1858E2
Rollbacks (Hard Version) · Tutorial
Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees
LipArcanjo's solution

1818.
1844F1
Min Cost Permutation (Easy Version) · Tutorial
Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
LipArcanjo's solution

1819.
1835C
Twin Clusters · Tutorial
Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
LipArcanjo's solution

1820.
1821F
Timber · Tutorial
Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
LipArcanjo's solution

1821.
1793E
Velepin and Marketing · Tutorial
Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

LipArcanjo's solution

1822.
1778F
Maximizing Root · Tutorial
Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
LipArcanjo's solution

1823.
1063D
Candies for Children · Tutorial
Quality: 472 global accepts · Rating: 2600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
LipArcanjo's solution

1824.
1067C
Knights · Tutorial
Quality: 714 global accepts · Rating: 2600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
LipArcanjo's solution

1825.
1661F
Teleporters · Tutorial
Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
LipArcanjo's solution

1826.
1107F
Vasya and Endless Credits · Tutorial
Quality: 953 global accepts · Rating: 2600 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings
LipArcanjo's solution

1827.
1656F
Parametric MST · Tutorial
Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
LipArcanjo's solution

1828.
1651E
Sum of Matchings · Tutorial
Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
LipArcanjo's solution

1829.
1375F
Integer Game · Tutorial
Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math
LipArcanjo's solution

1830.
1566F
Points Movement · Tutorial
Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
LipArcanjo's solution

1831.
1523E
Crypto Lights · Tutorial

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
LipArcanjo's solution

1832.
1536F
Omkar and Akmar · Tutorial
Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri…
LipArcanjo's solution

1833.
2043F
Nim · Tutorial
Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths
LipArcanjo's solution

1834.
2032F
Peanuts · Tutorial
Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
LipArcanjo's solution

1835.
1997F
Chips on a Line · Tutorial
Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
LipArcanjo's solution

1836.
1995E1
Let Me Teach You a Lesson (Easy Version) · Tutorial
Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
LipArcanjo's solution

1837.
1034C
Region Separation · Tutorial
Quality: 993 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees
LipArcanjo's solution

1838.
578D
LCS Again · Tutorial
Quality: 961 global accepts · Rating: 2700 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
LipArcanjo's solution

1839.
1632E2
Distance Tree (hard version) · Tutorial
Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
LipArcanjo's solution

1840.
1120B
Once in a casino · Tutorial
Quality: 480 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
LipArcanjo's solution

1841.
1148F
Foo Fighters · Tutorial

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
LipArcanjo's solution

1842.
1916H1
Matrix Rank (Easy Version) · Tutorial
Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
LipArcanjo's solution

1843.
1344D
Résumé Review · Tutorial
Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
LipArcanjo's solution

1844.
1572C
Paint · Tutorial
Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
LipArcanjo's solution

1845.
1672H
Zigu Zagu · Tutorial
Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
LipArcanjo's solution

1846.
1804F
Approximate Diameter · Tutorial
Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
LipArcanjo's solution

1847.
1856E2
PermuTree (hard version) · Tutorial
Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
LipArcanjo's solution

1848.
1887D
Split · Tutorial
Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
LipArcanjo's solution

1849.
1841F
Monocarp and a Strategic Game · Tutorial
Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
LipArcanjo's solution

1850.
995F
Cowmpany Cowmpensation · Tutorial
Quality: 1,628 global accepts · Rating: 2700 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
LipArcanjo's solution

1851.
1103C
Johnny Solving · Tutorial
Quality: 953 global accepts · Rating: 2700 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, math
LipArcanjo's solution

1852.
1179D
Fedor Runs for President · Tutorial
Quality: 1,036 global accepts · Rating: 2700 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
LipArcanjo's solution

1853.
1214F
Employment · Tutorial
Quality: 502 global accepts · Rating: 2700 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
LipArcanjo's solution

1854.
1511F
Chainword · Tutorial
Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings
LipArcanjo's solution

1855.
1295F
Good Contest · Tutorial
Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
LipArcanjo's solution

1856.
1422E
Minlexes · Tutorial
Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
LipArcanjo's solution

1857.
2021E3
Digital Village (Extreme Version) · Tutorial
Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees
LipArcanjo's solution

1858.
1990F
Polygonal Segments · Tutorial
Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers
LipArcanjo's solution

1859.
1626F
A Random Code Problem · Tutorial
Quality: 905 global accepts · Rating: 2800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
LipArcanjo's solution

1860.
1098D
Eels · Tutorial
Quality: 882 global accepts · Rating: 2800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
LipArcanjo's solution

1861.
521D
Shop · Tutorial
Quality: 1,830 global accepts · Rating: 2800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy
LipArcanjo's solution

1862.
1842G
Tenzing and Random Operations · Tutorial
Quality: 1,578 global accepts · Rating: 2800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
LipArcanjo's solution

1863.
1214H
Tiles Placement · Tutorial
Quality: 461 global accepts · Rating: 2800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
LipArcanjo's solution

1864.
633G
Yash And Trees · Tutorial
Quality: 876 global accepts · Rating: 2800 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
LipArcanjo's solution

1865.
1923F
Shrink-Reverse · Tutorial
Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings
LipArcanjo's solution

1866.
1906D
Spaceship Exploration · Tutorial
Quality: 169 global accepts · Rating: 2800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry
LipArcanjo's solution

1867.
1155F
Delivery Oligopoly · Tutorial
Quality: 517 global accepts · Rating: 2800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs
LipArcanjo's solution

1868.
1913F
Palindromic Problem · Tutorial
Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
LipArcanjo's solution

1869.
1545C
AquaMoon and Permutations · Tutorial
Quality: 767 global accepts · Rating: 2800 · first AC: 2023-12-14 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
LipArcanjo's solution

1870.
1572D
Bridge Club · Tutorial
Quality: 625 global accepts · Rating: 2800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
LipArcanjo's solution

1871.
1615F
LEGOndary Grandmaster · Tutorial
Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1872.
1654F
Minimal String Xoration · Tutorial
Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
LipArcanjo's solution

1873.
1684G
Euclid Guess · Tutorial
Quality: 785 global accepts · Rating: 2800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
LipArcanjo's solution

1874.
1874D
Jellyfish and Miku · Tutorial
Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities
LipArcanjo's solution

1875.
1879F
Last Man Standing · Tutorial
Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory
LipArcanjo's solution

1876.
1612F
Armor and Weapons · Tutorial
Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-22 · last AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, shortest paths
LipArcanjo's solution

1877.
1279F
New Year and Handle Change · Tutorial
Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
LipArcanjo's solution

1878.
1286C2
Madhouse (Hard version) · Tutorial
Quality: 745 global accepts · Rating: 2800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
LipArcanjo's solution

1879.
2085F2
Serval and Colorful Array (Hard Version) · Tutorial
Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
LipArcanjo's solution

1880.
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
LipArcanjo's solution

1881.
1987G1
Spinning Round (Easy Version) · Tutorial
Quality: 344 global accepts · Rating: 2900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
LipArcanjo's solution

1882.
2023D
Many Games · Tutorial
Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
LipArcanjo's solution

1883.
2001E2
Deterministic Heap (Hard Version) · Tutorial
Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
LipArcanjo's solution

1884.
1995E2
Let Me Teach You a Lesson (Hard Version) · Tutorial
Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
LipArcanjo's solution

1885.
819D
Mister B and Astronomers · Tutorial
Quality: 309 global accepts · Rating: 2900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: number theory
LipArcanjo's solution

1886.
1965D
Missing Subarray Sum · Tutorial
Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
LipArcanjo's solution

1887.
1392G
Omkar and Pies · Tutorial
Quality: 680 global accepts · Rating: 2900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
LipArcanjo's solution

1888.
1916F
Group Division · Tutorial
Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
LipArcanjo's solution

1889.
1677E
Tokitsukaze and Beautiful Subsegments · Tutorial
Quality: 660 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures
LipArcanjo's solution

1890.
1796F
Strange Triples · Tutorial
Quality: 221 global accepts · Rating: 2900 · first AC: 2023-03-01 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
LipArcanjo's solution

1891.
1747E
List Generation · Tutorial
Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1892.
1285F
Classical? · Tutorial
Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory
LipArcanjo's solution

1893.
2043G
Problem with Queries · Tutorial
Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
LipArcanjo's solution

1894.
1969F
Card Pairing · Tutorial
Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
LipArcanjo's solution

1895.
1161E
Rainbow Coins · Tutorial
Rating: 3000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: interactive
LipArcanjo's solution

1896.
1464D
The Thorny Path · Tutorial
Rating: 3000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
LipArcanjo's solution

1897.
1889D
Game of Stacks · Tutorial
Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
LipArcanjo's solution

1898.
1586G
Omkar and Time Travel · Tutorial
Rating: 3000 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
LipArcanjo's solution

1899.
1299D
Around the World · Tutorial
Quality: 528 global accepts · Rating: 3000 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
LipArcanjo's solution

1900.
2047F
For the Emperor! · Tutorial
Rating: 3100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
LipArcanjo's solution

1901.
1973F
Maximum GCD Sum Queries · Tutorial
Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory
LipArcanjo's solution

1902.
1965E
Connected Cubes · Tutorial
Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
LipArcanjo's solution

1903.
1954F
Unique Strings · Tutorial
Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
LipArcanjo's solution

1904.
1666G
Global Warming · Tutorial
Quality: 153 global accepts · Rating: 3100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
LipArcanjo's solution

1905.
1120F
Secret Letters · Tutorial
Quality: 328 global accepts · Rating: 3100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
LipArcanjo's solution

1906.
1815E
Bosco and Particle · Tutorial
Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings
LipArcanjo's solution

1907.
2096G
Wonderful Guessing Game · Tutorial
Quality: 423 global accepts · Rating: 3200 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive
LipArcanjo's solution

1908.
2004G
Substring Compression · Tutorial
Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
LipArcanjo's solution

1909.
2035G1
Go Learn! (Easy Version) · Tutorial
Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
LipArcanjo's solution

1910.
2002G
Lattice Optimizing · Tutorial
Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
LipArcanjo's solution

1911.
2225D
Exceptional Segments · Tutorial
Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
LipArcanjo's solution

1912.
2225C
Red-Black Pairs · Tutorial

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
LipArcanjo's solution

1913.
2225B
Alternating String · Tutorial
Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
LipArcanjo's solution

1914.
2225A
A Number Between Two Others · Tutorial
Quality: 17,730 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
LipArcanjo's solution

1915.
105789E
Exciting Business Opportunities · Tutorial
Rating: — · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1916.
105335F
Fill T · Tutorial
Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1917.
105335E
Executive's Holidays · Tutorial
Rating: — · first AC: 2024-09-08 · last AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1918.
105335N
[N]ew YoRHa Security · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1919.
105335J
Jewel Collection · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1920.
105335K
Kid Rally · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1921.
105335C
Cattering · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1922.
105335B
Back in the Day · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1923.
105335D
Disinfection Patch · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

LipArcanjo's solution

1924.
105335A
Auntie's Magical Cake · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1925.
105335L
Lulu and Friends · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1926.
105335G
Glory Road · Tutorial
Rating: — · first AC: 2024-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1927.
102511J
Miniature Golf · Tutorial
Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1928.
102511B
Beautiful Bridges · Tutorial
Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1929.
102511G
First of Her Name · Tutorial
Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1930.
102511D
Circular DNA · Tutorial
Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1931.
102511E
Dead-End Detector · Tutorial
Rating: — · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1932.
102511H
Hobsons' trains · Tutorial
Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1933.
102511A
Azulejos · Tutorial
Rating: — · first AC: 2024-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
LipArcanjo's solution

1934.
105310C
Red Pandacakes · Tutorial
Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

1935.
105310B
Red Pandaships · Tutorial
Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1936.
105310A
Cereal Grids III (Easy Version) · Tutorial
Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1937.
105284E
Waymo orzorzorz · Tutorial
Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1938.
105284C
Monkey Math Tree · Tutorial
Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1939.
105284B
Monkey Arrays · Tutorial
Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1940.
105284A
P!=NP · Tutorial
Rating: — · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1941.
105292K
King Game · Tutorial
Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1942.
104847H
Rebellious Sequences · Tutorial
Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

1943.
104847J
You Are Given a Tree · Tutorial
Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1944.
104847A
Quantum Supremacy · Tutorial
Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

1945.
104847K
Dynamic Traffic with MegaFon · Tutorial
Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

1946.
101208E
Harvard · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1947.
101208J
Pollution Solution · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1948.
101208C
Surely You Congest · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1949.
101208I
Pirate Chest · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1950.
101208A
Self-Assembly · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1951.
101208H
Matryoshka · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1952.
101208F
Low Power · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1953.
101208D
Factors · Tutorial
Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1954.
101221B
Buffed Buffet · Tutorial
Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1955.
101221C
Crane Balancing · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1956.
101221G
Metal Processing Plant · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

1957.
`101221K`
Surveillance · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1958.
`101221D`
Game Strategy · Tutorial
Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1959.
`101239L`
Weather Report · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1960.
`101239J`
Tile Cutting · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1961.
`101239I`
Ship Traffic · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1962.
`101239E`
Evolution in Parallel · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1963.
`101239C`
Catering · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1964.
`101239F`
Keyboarding · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1965.
`101239D`
Cutting Cheese · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1966.
`101239A`
Amalgamated Artichokes · Tutorial
Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1967.
`105254X`
Quartets · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

1968.
105254R
Zoo Management · Tutorial
Rating: — · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1969.
105254U
Toy Train Tracks · Tutorial
Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1970.
105254V
Three Kinds of Dice · Tutorial
Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1971.
105254T
Carl's Vacation · Tutorial
Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1972.
105254W
Riddle of the Sphinx · Tutorial
Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1973.
105254Q
Doing the Container Shuffle · Tutorial
Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1974.
105254P
Turning Red · Tutorial
Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1975.
105254Y
Compression · Tutorial
Rating: — · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1976.
undefined102
Coprimes · Tutorial
Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: *special
LipArcanjo's solution

1977.
undefined100
A+B · Tutorial
Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: *special
LipArcanjo's solution

1978.
105257F
Try a try, AC is OK · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

1979.
105257G
Disappearing Number · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1980.
105257M
Window Decoration · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1981.
105257B
Expression Matrix · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1982.
105257D
Double Subsequence · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1983.
105257J
Prime Guess II · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1984.
105257L
Chess · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1985.
105257C
Seats · Tutorial
Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1986.
105257A
chmod · Tutorial
Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1987.
104288G
Mosaic Browsing · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1988.
104288B
Dungeon Crawler · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1989.
104288I
Spider Walk · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

1990.
104288F
Islands from the Sky · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1991.
104288J
Splitstream · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1992.
104288A
Crystal Crosswind · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1993.
104288L
Where Am I? · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1994.
104288C
Fair Division · Tutorial
Rating: — · first AC: 2024-06-29 · PyPy 3-64 (first AC) · Tags: —
LipArcanjo's solution

1995.
104288H
Prehistoric Programs · Tutorial
Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1996.
105242A
Prefix GCD · Tutorial
Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1997.
105242M
Taim and Zingers · Tutorial
Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1998.
105242L
Median of the Array · Tutorial
Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

1999.
105242J
The Square Game · Tutorial
Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2000.
105201L
Little Gas Station · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2001.
105201J
Juiceless Class · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2002.
105201C
Colorful Date · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2003.
105201E
Exotic Algorithm (Easy Version) · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2004.
105201F
Further Exotic Algorithm (Hard Version) · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2005.
105201G
Gifting Problems · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2006.
105201I
Intergalactic Conference · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2007.
105201H
House Rules · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2008.
105201M
Inversion Test · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2009.
105201D
Deaga Loves Sequences · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2010.
105201K
kostka Loves Hashing · Tutorial
Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2011.
104633J
'S No Problem · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2012.
104633F
Ley Lines · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2013.
1046330
Which Planet is This?! · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2014.
104633C
Domes · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2015.
104633G
Opportunity Cost · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2016.
104633D
Gene Folding · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2017.
104633E
Landscape Generator · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2018.
104633A
Cardiology · Tutorial
Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2019.
102482E
Getting a Jump on Crime · Tutorial
Rating: — · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2020.
102482I
Triangles · Tutorial
Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2021.
102482H
Single Cut of Failure · Tutorial
Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2022.
102482F
Go with the Flow · Tutorial
Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2023.
`102482K`
Wireless is the New Fiber · Tutorial
Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2024.
`102482A`
Catch the Plane · Tutorial
Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2025.
`102482B`
Comma Sprinkler · Tutorial
Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2026.
`105161D`
City Bloxx · Tutorial
Rating: — · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2027.
`105141G`
Slot Machines · Tutorial
Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2028.
`105141H`
Space Bar · Tutorial
Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2029.
`105141I`
Open BSUIR · Tutorial
Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2030.
`105141K`
Starry Sky · Tutorial
Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2031.
`101242A`
Balanced Diet · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2032.
`101242D`
Clock Breaking · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2033.
`101242B`
Branch Assignment · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2034.
`101242G`
Oil · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2035.
`101242K`
String Theory · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2036.
`101242E`
Forever Young · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2037.
`101242C`
Ceiling Function · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2038.
`101242L`
Swap Space · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2039.
`101242M`
What Really Happened on Mars? · Tutorial
Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2040.
`101471C`
Mission Improbable · Tutorial
Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2041.
`101471D`
Money for Nothing · Tutorial
Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2042.
`101471F`
Posterize · Tutorial
Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2043.
`101471I`
Secret Chamber at Mount Rushmore · Tutorial
Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2044.
`101471E`
Need for Speed · Tutorial
Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2045.
105137C
Good Permutation · Tutorial
Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2046.
105137A
Good Target · Tutorial
Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2047.
105139I
Colorful Tree · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2048.
105139H
Genshin Impact Startup Forbidden III · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2049.
105139L
LCMs · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2050.
105139K
Points on the Number Axis B · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2051.
105139J
Points on the Number Axis A · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2052.
105139E
Spicy or Grilled? · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2053.
105139B
Nana Likes Polygons · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2054.
105139A
Long Live · Tutorial
Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2055.
105125E
Irrational Path · Tutorial
Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2056.
105125C
NM Chars · Tutorial
Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2057.
105125A
3-SAT · Tutorial
Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2058.
104901H
Basic Substring Structure · Tutorial
Rating: — · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2059.
104901B
Graph Partitioning 2 · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2060.
104901A
Many Many Heads · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2061.
104901E
I Just Want... One More... · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2062.
104901K
Rainbow Subarray · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2063.
104901G
Gifts from Knowledge · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2064.
104901I
Strange Sorting · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2065.
104901M
Almost Convex · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2066.
104901D
Largest Digit · Tutorial
Rating: — · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2067.
105112J
Jogging Tour · Tutorial
Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2068.
105112D
Date Picker · Tutorial
Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2069.
104976A
Submissions · Tutorial
Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2070.
104976K
Card Game · Tutorial
Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2071.
104976F
Top Cluster · Tutorial
Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2072.
104976G
Snake Move · Tutorial
Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2073.
104976J
Mysterious Tree · Tutorial
Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2074.
104976H
Sugar Sweet II · Tutorial
Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2075.
104976D
Operator Precedence · Tutorial
Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2076.
104976M
V-Diagram · Tutorial
Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2077.
104891G
Parity Game · Tutorial
Rating: — · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2078.
104891E
Inverse Topological Sort · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2079.
104891D
Graph of Maximum Degree 3 · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2080.
104891C
Bladestorm · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2081.
104891A
(-1,1)-Sumplete · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2082.
104891H
Random Tree Parking · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2083.
104891I
Refresher into Midas · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2084.
104891J
Teleportation · Tutorial
Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2085.
1952D
Are You a Procrastinator? · Tutorial
Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation
LipArcanjo's solution

2086.
104821K
Grand Finale · Tutorial
Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2087.
104821E
Extending Distance · Tutorial
Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2088.
104821D
Red Black Tree · Tutorial
Rating: — · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2089.
104813I
Rolling For Days · Tutorial
Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2090.
104813H
Energy Distribution · Tutorial
Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2091.
104813D
A Simple MST Problem · Tutorial
Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2092.
104813M
Painter · Tutorial
Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2093.
104813B
Memory · Tutorial
Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2094.
104787B
Yet Another Subsequence Problem · Tutorial
Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2095.
104787J
Keyi LIkes Reading · Tutorial
Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2096.
104787F
Mystery of Prime · Tutorial
Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2097.
104787D
Yet Another Coffee · Tutorial
Rating: — · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2098.
104768J
The Phantom Menace · Tutorial
Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2099.
104768H
Sweet Sugar · Tutorial
Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2100.
104768I
Barkley II · Tutorial
Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2101.
104768G
Hard Brackets Problem · Tutorial
Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2102.
104270L
Sub-cycle Graph · Tutorial
Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2103.
104270G
Repair the Artwork · Tutorial
Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2104.
104270F
Tournament · Tutorial
Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2105.
104270J
Books · Tutorial
Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2106.
104270M
Function and Function · Tutorial
Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2107.
102956K
Bookcase Solidity United · Tutorial
Rating: — · first AC: 2024-03-11 · last AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2108.
102956E
Brief Statements Union · Tutorial
Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2109.
102956C
Brave Seekers of Unicorns · Tutorial
Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2110.
102956M
Brilliant Sequence of Umbrellas · Tutorial
Rating: — · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2111.
`102956D`
Bank Security Unification · Tutorial
Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2112.
`102956I`
Binary Supersonic Utahraptors · Tutorial
Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2113.
`102956G`
Biological Software Utilities · Tutorial
Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2114.
`102956J`
Burnished Security Updates · Tutorial
Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2115.
`102956N`
Best Solution Unknown · Tutorial
Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2116.
`102916M`
Binary Search Tree · Tutorial
Rating: — · first AC: 2021-02-06 · last AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2117.
`102916K`
Bloodseeker · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2118.
`102916J`
Lost Island · Tutorial
Rating: — · first AC: 2021-02-06 · last AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2119.
`102916D`
Two Pirates - 2 · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2120.
`102916F`
Exactly One Point · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2121.
`102916A`
Absenteeism · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2122.
`102916L`
Not the Longest Increasing Subsequence · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2123.
`102916B`
Fakes and Shidget · Tutorial
Rating: — · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2124.
`102916G`
Lexicographically Minimal Subsequence · Tutorial
Rating: — · first AC: 2021-02-06 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2125.
`104874L`
Lengths and Periods · Tutorial
Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2126.
`104874K`
King's Children · Tutorial
Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2127.
`104874H`
High Load Database · Tutorial
Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2128.
`104874I`
Ideal Pyramid · Tutorial
Rating: — · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2129.
`104874J`
Just the Last Digit · Tutorial
Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2130.
`104874M`
Managing Difficulties · Tutorial
Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2131.
`104874E`
Equidistant · Tutorial
Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —
LipArcanjo's solution

2132.
`104874B`
Bad Treap · Tutorial
Rating: — · first AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

LipArcanjo's solution

2133.
104874A
Accurate Movement · Tutorial
Rating: — · first AC: 2024-03-06 · PyPy 3-64 (first AC) · Tags: —
LipArcanjo's solution

2134.
105012J
Jovial Jaunt · Tutorial
Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2135.
105012I
Interesting Constructive · Tutorial
Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2136.
105012C
Crazy Dance · Tutorial
Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2137.
105012A
An X-Camp Transformer Game · Tutorial
Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2138.
105012E
Ezra and Experiments · Tutorial
Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2139.
105012G
GCD Spanning Tree · Tutorial
Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2140.
105012H
Haphazard Reconstruction · Tutorial
Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2141.
105012F
Funky Finding · Tutorial
Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2142.
105012D
Deviously Disorganized Documents · Tutorial
Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2143.
105012B
Big Data · Tutorial
Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2144.
104686G
Greedy Drawers · Tutorial
Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2145.
104686L
The Game · Tutorial
Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2146.
104686C
Constellations · Tutorial
Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2147.
104686E
Denormalization · Tutorial
Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2148.
104686D
Deforestation · Tutorial
Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2149.
104665F
Noodles and Random Walk · Tutorial
Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2150.
104665C
Hatter's Party · Tutorial
Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2151.
104665G
Spaghetti Game · Tutorial
Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2152.
104665I
Riddle Me This (Hard Version) · Tutorial
Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2153.
104665H
Alice Learns Eertree! · Tutorial
Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2154.
104665E
Riddle Me This (Easy Version) · Tutorial
Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2155.
104665D
Noodling with Knights · Tutorial
Rating: — · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2156.
104969J
Batch Please! · Tutorial
Rating: — · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2157.
104969I
Pizza Tower · Tutorial
Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2158.
104969H
Euclidean Pizza · Tutorial
Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2159.
104969G
Slicing the Pizza · Tutorial
Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2160.
104969F
Pizza Stack · Tutorial
Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2161.
104969D
Feeding the Kids · Tutorial
Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2162.
104969C
Running out of Pizza Taco · Tutorial
Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2163.
104945H
Break a leg! · Tutorial
Rating: — · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2164.
104945G
Favourite dish · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2165.
104945D
Flag performance · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2166.
104945C
Metro quiz · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2167.
104945L
Broken trophy · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2168.
104945B
Supporting everyone · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2169.
104945J
Olympic goodies · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2170.
104945F
Programming-trampoline-athlon! · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2171.
104945K
Team selection · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2172.
104945I
Throwing dice · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2173.
104945E
Nicest view · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2174.
104945A
Card game · Tutorial
Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2175.
104854J
Judging Gifts · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2176.
104854D
District 42 · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2177.
104854F
Factorial Prime · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2178.
104854G
Guess Gauss · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2179.
104854C
Continued Fractions · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2180.
104854E
Elimination Bracket · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2181.
104854K
Kenough Time · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2182.
104854H
Homogeneous Mixings · Tutorial
Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2183.
104871I
Interactive Reconstruction · Tutorial
Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2184.
104871D
Drying Laundry · Tutorial
Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2185.
104871C
Cakes · Tutorial
Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2186.
104871H
Human Resources · Tutorial
Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2187.
104871B
Ball Passing · Tutorial
Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2188.
104871E
Equal Schedules · Tutorial
Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2189.
104713B
Bank Robbery · Tutorial
Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2190.
104713J
Roof Escape · Tutorial
Rating: — · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2191.
104713K
Screamers · Tutorial
Rating: — · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2192.
104713C
Pizzo Collectors · Tutorial
Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2193.
104713E
Tobacco Growing · Tutorial
Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2194.
104713H
Pickpockets · Tutorial
Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2195.
104713I
Storage Problems · Tutorial
Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2196.
104713D
Excavation · Tutorial
Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2197.
104713F
Rescue Mission · Tutorial
Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2198.
104772C
Colorful Village · Tutorial
Rating: — · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2199.
104772H
H-Shaped Figures · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2200.
104772E
Every Queen · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2201.
104772F
First Solved, Last Coded · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2202.
104772I
Intersegment Activation · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2203.
104772G
Game of Nim · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2204.
104772K
Kitchen Timer · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2205.
104772M
Missing Vowels · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2206.
104772D
Divisibility Trick · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2207.
104772J
Jumping Frogs · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2208.
104772A
Axis-Aligned Area · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2209.
104757G
Forest for the Trees · Tutorial
Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2210.
104757K
Split Decisions · Tutorial
Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2211.
104757E
Prof.~Fumblemore and the Collatz Conjecture · Tutorial
Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2212.
104757D
Cornhusker · Tutorial
Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2213.
104757A
A Pivotal Question · Tutorial
Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2214.
104757F
Double Up · Tutorial
Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2215.
104764H
Jellyfish Sequence · Tutorial
Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2216.
104764G
Genome Splicing · Tutorial
Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2217.
104764F
Seaside Shopping · Tutorial
Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2218.
104764E
Seacave Jellyfish · Tutorial
Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2219.
104764D
Jelly Swarm · Tutorial
Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2220.
104764C
An Odd Meal · Tutorial
Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2221.
104736A
Analyzing Contracts · Tutorial
Rating: — · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2222.
104021C
Image Processing · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2223.
104021K
Largest Common Submatrix · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2224.
104021D
Easy Problem · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2225.
104021H
Delivery Route · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2226.
104021A
Girls Band Party · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2227.
104021L
Xian Xiang · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2228.
104021B
So Easy · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2229.
104021F
Function! · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2230.
104021G
Pot!! · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2231.
104021I
Base62 · Tutorial
Rating: — · first AC: 2023-10-14 · Python 3 (first AC) · Tags: —

LipArcanjo's solution

2232.
104021N
Fibonacci Sequence · Tutorial
Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2233.
104614A
A-Mazing Puzzle · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2234.
104614L
Which Warehouse? · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2235.
104614F
It's About Time · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2236.
104614K
Two Charts Become One · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2237.
104614C
Cribbage On Steroids · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2238.
104614J
Simple Solitaire · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2239.
104614G
Pea Pattern · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2240.
104614D
Determining Nucleotide Assortments · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2241.
104614B
A Musical Question · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2242.
104614I
Road To Savings · Tutorial
Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2243.
104618E
Cone Coloring · Tutorial
Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2244.
104618C
Sweet Selections · Tutorial
Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2245.
104603K
Kitties · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2246.
104603J
Jester in danger · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2247.
104603I
Regional Integration · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2248.
104603G
Great Heights · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2249.
104603H
Robotic Skills · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2250.
104603N
Lucky Number · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2251.
104603M
Multiple Downloads · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2252.
104603E
Finding progressions · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2253.
104603F
Cold day at the beach · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2254.
104603D
Assigning problems · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2255.
104603C
Chromatic · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2256.
104603B
Black and white · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2257.
104603L
Game series · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2258.
104603A
Alfajores · Tutorial
Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2259.
104312G
Anime Trading · Tutorial
Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2260.
104312F
Dragon Ball · Tutorial
Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2261.
104312E
Attack on Titans · Tutorial
Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2262.
104312D
Love is War · Tutorial
Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2263.
104312B
Snack Time · Tutorial
Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2264.
104312A
Dojo Duel · Tutorial
Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2265.
104218J
March March · Tutorial
Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2266.
104218I
Balto's Training · Tutorial
Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2267.
104218H
Sled Ordering · Tutorial
Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2268.
104218F
The Austin Longhorn Race · Tutorial
Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2269.
104218E
Snowy Hill · Tutorial
Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2270.
104218D
Outfit Ordeal · Tutorial
Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2271.
104262I
Wormholes · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2272.
104262G
Path to Pluto · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2273.
104262F
Plutonian Hot Dog Stand · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2274.
104262E
Gluing Pluto Back Together · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2275.
104262C
Calibration Complications · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2276.
104573G
Iguana Walking · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2277.
104573F
Egg · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2278.
104573D
XP Challenge · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2279.
104573C
Iridescent Iguanas · Tutorial
Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2280.
104566G
Couleur · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2281.
104566J
Press the Button · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2282.
104566B
Red Black Tree · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2283.
104566I
Kuririn MIRACLE · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2284.
104566C
Halting Problem · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2285.
104566H
Traveling on the Axis · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2286.
104566A
Live Love · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2287.
104566K
XOR Clique · Tutorial
Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2288.
104412C
Choose Two · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2289.
104412M
Modify the Array · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2290.
104412E
Earnings Report · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2291.
104412J
JP's List of Trips · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2292.
104412N
Necklace · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2293.
104412L
ICPC Teams · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2294.
104412D
Draconis Subarrays · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2295.
104412G
Guessing Two Steps into the Multiverse · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2296.
104412H
How Many Groups · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2297.
104412B
Bogo Sort Probability · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2298.
104412K
Knockout Spell · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2299.
104412A
Alaric Magic Partition · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2300.
104412I
Iron Fist Ketil vs King Canute · Tutorial
Rating: — · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2301.
104531C
Catch · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2302.
104531E
A Counting Problem · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2303.
104531K
Xor-permutation · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2304.
104531H
coprime · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2305.
104531J
intervals · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2306.
104531M
Water · Tutorial
Rating: — · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2307.
104460B
Grid with Arrows · Tutorial
Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2308.
104460F
K-hour Clock · Tutorial
Rating: — · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2309.
104460E
Turn It Off · Tutorial
Rating: — · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2310.
104059B
Breeding Bugs · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2311.
104059D
Diabolic Doofenshmirtz · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2312.
104059H
Hardcore Hangman · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2313.
104059I
Improving IT · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2314.
104059J
Jesting Jabberwocky · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2315.
104059L
Lots of Land · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2316.
104059E
Enjoyable Entree · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2317.
104059C
Chaotic Construction · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2318.
104059K
K.O. Kids · Tutorial
Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2319.
104447H
Do you love HIAST? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2320.
104447I
Will you accept Basharo challenge? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2321.
104447M
Is it possible? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2322.
104447K
Do you believe that this is a real story? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2323.
104447F
Isn't it a hard problem? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2324.
104447D
Could you help the judges? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2325.
104447B
How Aswad Use Telegram? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2326.
104447G
What is Kaito's delimma? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2327.
104447L
Amazing Teacher · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2328.
104447A
Is It A Math Problem? · Tutorial
Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2329.
102346J
Jar of Water Game · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2330.
102346I
Interplanetary · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2331.
`102346L`
Less Coin Tosses · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2332.
`102346G`
Getting Confidence · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2333.
`102346M`
Maratona Brasileira de Popcorn · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2334.
`102346H`
Hour for a Run · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2335.
`102346B`
Buffoon · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2336.
`102346A`
Artwork · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2337.
`104252F`
Favorite Tree · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2338.
`104252B`
Board Game · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2339.
`104252K`
Kind Baker · Tutorial
Rating: — · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2340.
`104252H`
Horse Race · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2341.
`104252M`
Maze in Bolt · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2342.
104252L
Lazy Printing · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2343.
104252A
Asking for Money · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2344.
104252I
Italian Calzone & Pasta Corner · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2345.
104252D
Daily Trips · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2346.
104252E
Empty Squares · Tutorial
Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2347.
104518J
The Final Reckoning · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2348.
104518G
Beautiful Crown · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2349.
104518I
Username · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2350.
104518L
Experiment F129 · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2351.
104518F
Vacation · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2352.
104518D
Skywars · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2353.
104518C
Sales · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2354.
104518B
Potato War 1 · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2355.
104518A
Sum of Odds · Tutorial
Rating: — · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2356.
104090E
Oscar is All You Need · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2357.
104090I
Guess Cycle Length · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2358.
104090G
Subgraph Isomorphism · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2359.
104090C
No Bug No Game · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2360.
104090K
Master of Both · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2361.
104090A
Modulo Ruins the Legend · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2362.
104090D
Money Game · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2363.
104090F
Da Mi Lao Shi Ai Kan De · Tutorial
Rating: — · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2364.
104466J
Japanese Lottery · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2365.
104466F
Freestyle Masonry · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2366.
104466B
Balloon Darts · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2367.
104466K
Kaldorian Knights · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2368.
104466C
Cosmic Commute · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2369.
104466M
Mischievous Math · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2370.
104466I
Investigating Frog Behaviour on Lily Pad Patterns · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2371.
104466L
Loop Invariant · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2372.
104466D
DnD Dice · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2373.
104466G
German Conference for Public Counting · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2374.
104466E
Eszett · Tutorial
Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2375.
104345M
Window Arrangement · Tutorial
Rating: — · first AC: 2023-07-19 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2376.
104345G
One Path · Tutorial
Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2377.
104345F
Making Number · Tutorial
Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2378.
104345H
Permutation Arrangement · Tutorial
Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2379.
104345D
Building Bombing · Tutorial
Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2380.
104345J
Squirrel Game · Tutorial
Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2381.
104345B
Query on a Tree · Tutorial
Rating: — · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2382.
104181F
Prime Precipitation · Tutorial
Rating: — · first AC: 2023-06-29 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2383.
104181E
After School · Tutorial
Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2384.
104181G
Rose and Collection · Tutorial
Rating: — · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2385.
104181J
Dangerous Driving · Tutorial
Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2386.
104181K
Rain on Birthday · Tutorial
Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2387.
104181I
A Rainy Delivery · Tutorial
Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2388.
104181H
Not-so Beautiful Painting · Tutorial
Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2389.
104181D
Grumble Gym · Tutorial
Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2390.
104181C
Brownie Baking · Tutorial
Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2391.
104396E
LCM Plus GCD · Tutorial
Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2392.
104396K
Similarity (Hard Version) · Tutorial
Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2393.
104396F
Timaeus · Tutorial
Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2394.
104396A
Today's Word · Tutorial
Rating: — · first AC: 2023-06-11 · PyPy 3-64 (first AC) · Tags: —
LipArcanjo's solution

2395.
104396H
Neil's Machine · Tutorial
Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2396.
104396J
Similarity (Easy Version) · Tutorial
Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2397.
104396I
Elevator · Tutorial
Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2398.
103081F
Mentors · Tutorial
Rating: — · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2399.
104373D
Shortest Path Fast Algorithm · Tutorial
Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2400.
104373H
Permutation on Tree · Tutorial
Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2401.
104373J
Colorful Tree · Tutorial
Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2402.
104373E
Pass the Ball! · Tutorial
Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2403.
104373I
LCS Spanning Tree · Tutorial
Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2404.
104373F
Sandpile on Clique · Tutorial
Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2405.
104373C
Laser Trap · Tutorial
Rating: — · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2406.
104373K
Link-Cut Tree · Tutorial
Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2407.
104373A
So I'll Max Out My Constructive Algorithm Skills · Tutorial
Rating: — · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

LipArcanjo's solution

2408.
101669B
Bricks · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2409.
101669J
Cunning Friends · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2410.
101669A
Concerts · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2411.
101669D
Harry Potter and The Vector Spell · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2412.
101669F
Binary Transformations · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2413.
101669G
Robots · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2414.
101669K
Escape Room · Tutorial
Rating: — · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2415.
103990C
Correct · Tutorial
Rating: — · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2416.
103960C
Cutting with Lasers · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2417.
103960D
Displacing Particles · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2418.
103960L
Listing Tedious Paths · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2419.
`103960B`
Fun with Stones · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2420.
`103960H`
Helping the Transit · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2421.
`103960J`
Playing 23 · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2422.
`103960F`
Multidimensional Hangman · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2423.
`103960E`
Eliminating Ballons · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2424.
`103960I`
Intercepting Information · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2425.
`103960A`
Finding Maximal Non-Trivial Monotones · Tutorial
Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2426.
`104118D`
Domination Devil · Tutorial
Rating: — · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2427.
`104118E`
Escape from Markov · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2428.
`104118H`
HIIT · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2429.
`104118L`
LCG Manipulation · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2430.
104118I
Item Crafting · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2431.
104118G
Gallivanting Merchant · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2432.
104118C
Conform Conforme · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2433.
104118J
Junior Steiner Three · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2434.
104118K
Kapitan Amazing · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2435.
104118F
Factions vs The Hegemon · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2436.
104118A
An Easy Calculus Problem · Tutorial
Rating: — · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2437.
101522A
Ambiguous Dates · Tutorial
Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2438.
101522K
Knights · Tutorial
Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2439.
101522B
Bacteria Experiment · Tutorial
Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2440.
101522H
Hit! · Tutorial
Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2441.
101522I
Inverted Signs · Tutorial
Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2442.
101522J
Juicy Candies · Tutorial
Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2443.
101522C
Cheering · Tutorial
Rating: — · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2444.
104017I
Antennas · Tutorial
Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2445.
104017C
Il Derby della Madonnina · Tutorial
Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2446.
104017D
Ice Cream Shop · Tutorial
Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2447.
104017J
Boundary · Tutorial
Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2448.
104017L
Circular Maze · Tutorial
Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2449.
104017F
Bottle Arrangements · Tutorial
Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2450.
104017A
Organizing SWERC · Tutorial
Rating: — · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2451.
102465I
Mason's Mark · Tutorial
Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2452.
102465G
Strings · Tutorial
Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2453.
102465E
Rounding · Tutorial
Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2454.
102465K
Dishonest Driver · Tutorial
Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2455.
102465D
Monument Tour · Tutorial
Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2456.
102465H
Travel Guide · Tutorial
Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2457.
102465B
Blurred Pictures · Tutorial
Rating: — · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2458.
102465A
City of Lights · Tutorial
Rating: — · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2459.
101755D
Transfer Window · Tutorial
Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2460.
101755G
Underpalindromity · Tutorial
Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2461.
101755I
Guess the Tree · Tutorial
Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2462.
101755F
Tree Restoration · Tutorial
Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2463.
101755C
Third-Party Software · Tutorial
Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2464.
101755B
Minimal Area · Tutorial
Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2465.
101755A
Restoring Numbers · Tutorial
Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2466.
101755H
Safe Path · Tutorial
Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2467.
101755K
Video Reviews · Tutorial
Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2468.
101755L
Queries on a String · Tutorial
Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2469.
101755M
Forgotten Spell · Tutorial
Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2470.
101755E
Substring Reverse · Tutorial
Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2471.
101755J
Parallelograms · Tutorial
Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2472.
102569C
Manhattan Distance · Tutorial
Rating: — · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2473.
102569G
Nuts and Bolts · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2474.
`102569D`
Lexicographically Minimal Shortest Path · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2475.
`102569J`
The Battle of Mages · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2476.
`102569L`
The Dragon Land · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2477.
`102569K`
Table · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2478.
`102569B`
Bonuses on a Line · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2479.
`102569H`
Tree Painting · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2480.
`102569F`
Moving Target · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2481.
`102569I`
Sorting Colored Array · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2482.
`102569A`
Array's Hash · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2483.
`102569M`
Notifications · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2484.
`102569E`
Fluctuations of Mana · Tutorial
Rating: — · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: —

LipArcanjo's solution

2485.
103934A
The army of Thutmose III · Tutorial
Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2486.
103934B
Tuk-Tuk Express · Tutorial
Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2487.
103934E
Fig trees of Hatshepsut · Tutorial
Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2488.
103934F
Indiana Jiang and the sphinx riddle · Tutorial
Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2489.
103934C
Book of the Dead's spells · Tutorial
Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2490.
103934I
Offering to god Ra · Tutorial
Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2491.
103934G
Mmoohhaammeedd · Tutorial
Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2492.
103648D
Parrot Riddles · Tutorial
Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2493.
103648K
Food Search · Tutorial
Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2494.
103648I
Adeleke's Bird Flocks · Tutorial
Rating: — · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2495.
103648H
Fledgling Fight · Tutorial
Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2496.
`103648G`
Dove Dance · Tutorial
Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2497.
`103648E`
Bird Watching · Tutorial
Rating: — · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2498.
`101174E`
Passwords · Tutorial
Rating: — · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2499.
`101174H`
Pascal's Hyper-Pyramids · Tutorial
Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2500.
`101174D`
Dinner Bet · Tutorial
Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2501.
`101174F`
Performance Review · Tutorial
Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2502.
`101174K`
Balls and Needles · Tutorial
Rating: — · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2503.
`101174C`
Candle Box · Tutorial
Rating: — · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2504.
`103495A`
Spring Couplets · Tutorial
Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2505.
`103495I`
Fake Walsh Transform · Tutorial
Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2506.
`103495K`
Longest Continuous 1 · Tutorial
Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2507.
`103185A`
Almost Origami · Tutorial
Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2508.
`103185K`
Keylogger · Tutorial
Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2509.
`103185C`
Crisis at the Wedding · Tutorial
Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2510.
`103185E`
Excellent Views · Tutorial
Rating: — · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2511.
`103185L`
Lola's Schedule · Tutorial
Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2512.
`103185D`
Dividing Candy · Tutorial
Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2513.
`103185N`
Non-Integer Donuts · Tutorial
Rating: — · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2514.
`102483F`
Fastest Speedrun · Tutorial
Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2515.
`102483B`
Brexit Negotiations · Tutorial
Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2516.
`102483J`
Jinxed Betting · Tutorial
Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2517.
`102483K`
Kleptography · Tutorial
Rating: — · first AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2518.
`102483H`
Hard Drive · Tutorial
Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2519.
`102483I`
Inflation · Tutorial
Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2520.
`101889K`
Keep it covered · Tutorial
Rating: — · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2521.
`101889A`
Arranging tiles · Tutorial
Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —
LipArcanjo's solution

2522.
`101889L`
Linearville · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2523.
`101889M`
Marblecoin · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2524.
`101889D`
Daunting device · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2525.
`101889G`
Gates of uncertainty · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2526.
`101889J`
Jumping frog · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2527.
`101889E`
Enigma · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2528.
`101889B`
Buggy ICPC · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2529.
`101889F`
Fundraising · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2530.
`101889I`
Imperial roads · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2531.
`101889C`
Complete Naebbirac's sequence · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2532.
`101889H`
Hard choice · Tutorial
Rating: — · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2533.
`102501G`
Swapping Places · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2534.
`102501J`
Counting Trees · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2535.
`102501K`
Birdwatching · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2536.
`102501A`
Environment-Friendly Travel · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2537.
`102501F`
Icebergs · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2538.
`102501C`
Ants · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2539.
`102501I`
Rats · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

LipArcanjo's solution

2540.
`102501B`
Biodiversity · Tutorial
Rating: — · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2541.
`103466J`
Spy · Tutorial
Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2542.
`103466C`
Digital Path · Tutorial
Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2543.
`103466A`
A Hard Problem · Tutorial
Rating: — · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2544.
`103485A`
Trying to Impress Cleopatra · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2545.
`103485J`
Feedback Meetings · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2546.
`103485O`
The perfect base · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2547.
`103485D`
Circular Pharaoh · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2548.
`103485N`
Game Show · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2549.
`103485G`
The Diversity of the Library of Alexandria · Tutorial
Rating: — · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
LipArcanjo's solution

2550.
`103485K`
Tributes to the Pharaohs · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2551.
`103485H`
On the Way to Shopping - Easy · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2552.
`103485I`
On The Way To Shopping · Tutorial
Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2553.
`103485F`
Ramesses, Ra, and Roots · Tutorial
Rating: — · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
LipArcanjo's solution

2554.
`103485C`
Construction of precious stones · Tutorial
Rating: — · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
LipArcanjo's solution

2555.
`101635G`
Cordon Bleu · Tutorial
Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2556.
`101635K`
Blowing Candles · Tutorial
Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2557.
`101635E`
Ingredients · Tutorial
Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2558.
`101635C`
Macarons · Tutorial
Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2559.
`101635J`
Frosting on the Cake · Tutorial
Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2560.
`101635A`
Cakey McCakeFace · Tutorial
Rating: — · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2561.
`101635F`
Shattered Cake · Tutorial
Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2562.
101550B
Bless You Autocorrect! · Tutorial
Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2563.
101550F
Fleecing the Raffle · Tutorial
Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2564.
101550C
Card Hand Sorting · Tutorial
Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2565.
101550A
Artwork · Tutorial
Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2566.
101550G
Game Rank · Tutorial
Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2567.
101550D
Daydreaming Stockbroker · Tutorial
Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2568.
101550J
Jumbled Compass · Tutorial
Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2569.
101572C
Compass Card Sales · Tutorial
Rating: — · first AC: 2021-09-16 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2570.
101572E
Emptying the Baltic · Tutorial
Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2571.
101572A
Airport Coffee · Tutorial
Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2572.
101572K
Kayaking Trip · Tutorial
Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —

LipArcanjo's solution

2573.
101572I
Import Spaghetti · Tutorial
Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2574.
101572G
Galactic Collegiate Programming Contest · Tutorial
Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2575.
101572B
Best Relay Team · Tutorial
Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2576.
101572J
Judging Moose · Tutorial
Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2577.
102893E
Prank at IKEA · Tutorial
Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2578.
102893L
The Firm Knapsack Problem · Tutorial
Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2579.
102893G
Cooking · Tutorial
Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2580.
102893J
Straight · Tutorial
Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2581.
102893C
Check Markers · Tutorial
Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2582.
102893B
Bacteria · Tutorial
Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2583.
102893D
Multiple Subject Lessons · Tutorial
Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

LipArcanjo's solution

2584.
`102893F`
SMS from MCHS · Tutorial
Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2585.
`102893A`
Bank Transfer · Tutorial
Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2586.
`103102I`
Modulo Permutations · Tutorial
Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2587.
`103081G`
Decoration · Tutorial
Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2588.
`103081I`
Emails · Tutorial
Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2589.
`103081L`
Restaurants · Tutorial
Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2590.
`103081H`
Figurines · Tutorial
Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2591.
`103081C`
Safe Distance · Tutorial
Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2592.
`103081D`
Jogging · Tutorial
Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2593.
`103081K`
Unique Activities · Tutorial
Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2594.
`103081A`
Gratitude · Tutorial
Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

LipArcanjo's solution

2595.
`103081E`
Cakes · Tutorial
Rating: — · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2596.
`102875G`
Grid Coloring · Tutorial
Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2597.
`103202K`
Scholomance Academy · Tutorial
Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2598.
`103202F`
Kobolds and Catacombs · Tutorial
Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2599.
`103202G`
The Witchwood · Tutorial
Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2600.
`100814E`
Palmyra · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2601.
`100814J`
Game · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2602.
`100814L`
Candy Jars · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2603.
`100814G`
It is all about wisdom · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2604.
`100814D`
Frozen Rivers · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2605.
`100814A`
Arcade Game · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2606.
100814C
Connecting Graph · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2607.
100814B
Unlucky Teacher · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2608.
100814I
Salem · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2609.
100814F
Geometry · Tutorial
Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2610.
101341A
Streets of Working Lanterns - 2 · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —
LipArcanjo's solution

2611.
101341H
Perfect Ban · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2612.
101341E
Bonuses and Teleports · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2613.
101341B
Pursuing the Happiness · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2614.
101341C
Urn with Balls · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2615.
101341G
I love Codeforces · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2616.
101341M
Last Man Standing · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

LipArcanjo's solution

2617.
`101341D`
Jumps · Tutorial
Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —
LipArcanjo's solution

2618.
`103049A`
Atomic Energy · Tutorial
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2633.
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