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Unique solved — LoganGD

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

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Filters: none

Count: 1,165

- 1.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[LoganGD's solution](#)
- 2.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[LoganGD's solution](#)
- 3.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[LoganGD's solution](#)
- 4.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
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- 5.**
2161A
[Round Trip](#) · [Tutorial](#)
Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[LoganGD's solution](#)
- 6.**
2156A
[Pizza Time](#) · [Tutorial](#)
Quality: 26,870 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[LoganGD's solution](#)
- 7.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[LoganGD's solution](#)
- 8.**
2146A
[Equal Occurrences](#) · [Tutorial](#)
Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[LoganGD's solution](#)
- 9.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

10.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

11.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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12.

2124A

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

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

13.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

14.

2109A

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Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

15.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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16.

2104A

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17.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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18.

2025A

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19.

2022A

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20.

2021A

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21.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,251 global accepts · Rating: 800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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22.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

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23.

1405A

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

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24.

1942A

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25.

1946A

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Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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26.

1742B

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27.

1294A

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28.

1371A

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29.

1676B

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30.

1829A

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31.

1703B

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32.

1426A

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[LoganGD's solution](#)

33.

707A

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34.

1360B

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35.

1722A

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36.

1535A

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37.

1283A

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38.

492A

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39.

749A

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40.

1873A

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41.

1472B

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42.

1353B

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43.

1619A

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44.

1360A

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45.

1551A

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46.

1370A

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47.

1433A

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48.

1850A

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49.

1520A

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50.

1624A

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51.

1367B

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52.

1374A

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53.

431A

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54.

9A

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55.

1791A

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56.

703A

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57.

1343B

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58.

1807A

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59.

1367A

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60.

490A

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61.

1560A

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62.

1669A

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63.

1676A

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64.

472A

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65.

758A

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66.

1948A

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67.

1692A

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68.

1512A

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69.

381A

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70.

1703A

[YES or YES?](#) · [Tutorial](#)

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71.

630A

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72.

1742A

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73.

1409A

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74.

1399A

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75.

1154A

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76.

732A

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77.

581A

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78.

723A

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79.

750A

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80.

1352A

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81.

427A

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82.

510A

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83.

1335A

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84.

268A

[Games](#) · [Tutorial](#)

Quality: 104,200 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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85.

785A

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86.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,030 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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87.

996A

[Hit the Lottery](#) · [Tutorial](#)

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88.

520A

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89.

469A

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90.

1328A

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91.

705A

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92.

486A

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93.

344A

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94.

467A

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95.

1030A

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96.

677A

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97.

734A

[Anton and Danik](#) · [Tutorial](#)

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98.

977A

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

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99.

546A

[Soldier and Bananas](#) · [Tutorial](#)

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100.

617A

[Elephant](#) · [Tutorial](#)

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[LoganGD's solution](#)

101.

791A

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102.

50A

[Domino piling](#) · [Tutorial](#)

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103.

1935A

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[LoganGD's solution](#)

104.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[LoganGD's solution](#)

105.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[LoganGD's solution](#)

106.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: strings
[LoganGD's solution](#)

107.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[LoganGD's solution](#)

108.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

109.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[LoganGD's solution](#)

110.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LoganGD's solution](#)

111.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

112.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[LoganGD's solution](#)

113.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

114.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

115.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LoganGD's solution](#)

116.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LoganGD's solution](#)

117.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,146 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[LoganGD's solution](#)

118.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[LoganGD's solution](#)

119.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[LoganGD's solution](#)

120.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LoganGD's solution](#)

121.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[LoganGD's solution](#)

122.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,181 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[LoganGD's solution](#)

123.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[LoganGD's solution](#)

124.

1915B

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

Quality: 50,348 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[LoganGD's solution](#)

125.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,795 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[LoganGD's solution](#)

126.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[LoganGD's solution](#)

127.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[LoganGD's solution](#)

128.

1914B

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

Quality: 33,224 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[LoganGD's solution](#)

129.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[LoganGD's solution](#)

130.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

131.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LoganGD's solution](#)

132.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LoganGD's solution](#)

133.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

134.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

135.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,081 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LoganGD's solution](#)

136.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,309 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[LoganGD's solution](#)

137.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LoganGD's solution](#)

138.

1899A

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

Quality: 92,728 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[LoganGD's solution](#)

139.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

140.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,090 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

141.

1881A

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

Quality: 59,301 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[LoganGD's solution](#)

142.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[LoganGD's solution](#)

143.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[LoganGD's solution](#)

144.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[LoganGD's solution](#)

145.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,421 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

146.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,512 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

147.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,501 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

148.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,530 global accepts · Rating: 800 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

149.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

150.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

151.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

152.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,915 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LoganGD's solution](#)

153.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,428 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

154.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

155.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,236 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

156.

231A

[Team](#) · [Tutorial](#)

Quality: 430,209 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LoganGD's solution](#)

157.

112A

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

Quality: 287,223 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

158.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,771 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

159.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,401 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[LoganGD's solution](#)

160.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,993 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LoganGD's solution](#)

161.

71A

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

Quality: 503,196 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LoganGD's solution](#)

162.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,798 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

163.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,316 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[LoganGD's solution](#)

164.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,541 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

165.

155A

[I love \%username%\%](#) · [Tutorial](#)

Quality: 93,659 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LoganGD's solution](#)

166.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

167.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,386 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[LoganGD's solution](#)

168.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,400 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

169.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,383 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

170.

233A

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

Quality: 49,146 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

171.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,204 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

172.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,298 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LoganGD's solution](#)

173.

266A

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

Quality: 244,530 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

174.

110A

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

Quality: 199,483 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

175.

281A

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

Quality: 270,960 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

176.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,743 global accepts · Rating: 800 · first AC: 2023-02-22 · last AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LoganGD's solution](#)

177.

59A

[Word](#) · [Tutorial](#)

Quality: 227,902 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

178.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,719 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LoganGD's solution](#)

179.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,747 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[LoganGD's solution](#)

180.

266B

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

Quality: 166,068 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[LoganGD's solution](#)

181.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,963 global accepts · Rating: 800 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

182.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[LoganGD's solution](#)

183.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LoganGD's solution](#)

184.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,921 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[LoganGD's solution](#)

185.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LoganGD's solution](#)

186.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LoganGD's solution](#)

187.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

188.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

189.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,443 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[LoganGD's solution](#)

190.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LoganGD's solution](#)

191.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,972 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LoganGD's solution](#)

192.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

193.

1783A

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

Quality: 48,707 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[LoganGD's solution](#)

194.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[LoganGD's solution](#)

195.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[LoganGD's solution](#)

196.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[LoganGD's solution](#)

197.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,420 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LoganGD's solution](#)

198.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[LoganGD's solution](#)

199.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[LoganGD's solution](#)

200.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LoganGD's solution](#)

201.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LoganGD's solution](#)

202.

1758A

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

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[LoganGD's solution](#)

203.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[LoganGD's solution](#)

204.

1760B

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

Quality: 53,338 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[LoganGD's solution](#)

205.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,928 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LoganGD's solution](#)

206.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,593 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[LoganGD's solution](#)

207.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

208.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

209.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

210.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

211.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

212.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LoganGD's solution](#)

213.

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LoganGD's solution](#)

214.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

215.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

216.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LoganGD's solution](#)

217.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,532 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[LoganGD's solution](#)

218.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,774 global accepts · Rating: 900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

219.

1335B

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

Quality: 42,596 global accepts · Rating: 900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

220.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

221.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,676 global accepts · Rating: 900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

222.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LoganGD's solution](#)

223.

1374B

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

Quality: 71,579 global accepts · Rating: 900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

224.

1475B

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

Quality: 57,242 global accepts · Rating: 900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[LoganGD's solution](#)

225.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LoganGD's solution](#)

226.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,805 global accepts · Rating: 900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LoganGD's solution](#)

227.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,689 global accepts · Rating: 900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

228.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,468 global accepts · Rating: 900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

229.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

230.

1927B

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

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[LoganGD's solution](#)

231.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[LoganGD's solution](#)

232.

1915D

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

Quality: 35,082 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[LoganGD's solution](#)

233.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,370 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

234.

580A

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

Quality: 104,676 global accepts · Rating: 900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[LoganGD's solution](#)

235.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[LoganGD's solution](#)

236.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[LoganGD's solution](#)

237.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

238.

1593B

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

Quality: 40,641 global accepts · Rating: 900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[LoganGD's solution](#)

239.

115A

[Party](#) · [Tutorial](#)

Quality: 43,348 global accepts · Rating: 900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[LoganGD's solution](#)

240.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,035 global accepts · Rating: 900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[LoganGD's solution](#)

241.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,697 global accepts · Rating: 900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

242.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

243.

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

244.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

245.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

246.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

247.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,896 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

248.

96A

[Football](#) · [Tutorial](#)

Quality: 193,639 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

249.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,055 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LoganGD's solution](#)

250.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,984 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

251.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,021 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

252.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,159 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

253.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[LoganGD's solution](#)

254.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,288 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[LoganGD's solution](#)

255.

205A

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

Quality: 25,224 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

256.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,090 global accepts · Rating: 900 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

257.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,999 global accepts · Rating: 900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

258.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

259.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

260.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2023-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

261.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[LoganGD's solution](#)

262.

1771A

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

Quality: 25,300 global accepts · Rating: 900 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[LoganGD's solution](#)

263.

1779B

[MKnezh's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LoganGD's solution](#)

264.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LoganGD's solution](#)

265.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

266.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

267.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[LoganGD's solution](#)

268.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[LoganGD's solution](#)

269.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[LoganGD's solution](#)

270.

2147B

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

Quality: 16,958 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

271.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

272.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[LoganGD's solution](#)

273.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

274.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,829 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

275.

577A

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

Quality: 45,281 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[LoganGD's solution](#)

276.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

277.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[LoganGD's solution](#)

278.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

279.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LoganGD's solution](#)

280.

584A

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

Quality: 52,606 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

281.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,262 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

282.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[LoganGD's solution](#)

283.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,917 global accepts · Rating: 1000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[LoganGD's solution](#)

284.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,971 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

285.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,268 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LoganGD's solution](#)

286.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,180 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

287.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,883 global accepts · Rating: 1000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[LoganGD's solution](#)

288.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[LoganGD's solution](#)

289.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[LoganGD's solution](#)

290.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,236 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LoganGD's solution](#)

291.

1907B

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

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[LoganGD's solution](#)

292.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

293.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,037 global accepts · Rating: 1000 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

294.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[LoganGD's solution](#)

295.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,940 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

296.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,789 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[LoganGD's solution](#)

297.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

298.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,680 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

299.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,021 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

300.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,522 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

301.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,984 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LoganGD's solution](#)

302.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,479 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

303.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,581 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

304.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

305.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

306.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,204 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

307.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,315 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

308.

43A

[Football](#) · [Tutorial](#)

Quality: 69,159 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[LoganGD's solution](#)

309.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,369 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

310.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LoganGD's solution](#)

311.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,503 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

312.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

313.

450A

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

Quality: 44,391 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

314.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,677 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

315.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,347 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

316.

1816B

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

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

317.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[LoganGD's solution](#)

318.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,346 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[LoganGD's solution](#)

319.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

320.

1760D

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

Quality: 27,013 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[LoganGD's solution](#)

321.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

322.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

323.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

324.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[LoganGD's solution](#)

325.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LoganGD's solution](#)

326.

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LoganGD's solution](#)

327.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[LoganGD's solution](#)

328.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[LoganGD's solution](#)

329.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[LoganGD's solution](#)

330.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LoganGD's solution](#)

331.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[LoganGD's solution](#)

332.

1327A

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

Quality: 45,730 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[LoganGD's solution](#)

333.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[LoganGD's solution](#)

334.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[LoganGD's solution](#)

335.

706B

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

Quality: 84,430 global accepts · Rating: 1100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[LoganGD's solution](#)

336.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,810 global accepts · Rating: 1100 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[LoganGD's solution](#)

337.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[LoganGD's solution](#)

338.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[LoganGD's solution](#)

339.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[LoganGD's solution](#)

340.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,350 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[LoganGD's solution](#)

341.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

342.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[LoganGD's solution](#)

343.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[LoganGD's solution](#)

344.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[LoganGD's solution](#)

345.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[LoganGD's solution](#)

346.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[LoganGD's solution](#)

347.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,347 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[LoganGD's solution](#)

348.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[LoganGD's solution](#)

349.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,869 global accepts · Rating: 1100 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[LoganGD's solution](#)

350.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LoganGD's solution](#)

351.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LoganGD's solution](#)

352.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[LoganGD's solution](#)

353.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[LoganGD's solution](#)

354.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,777 global accepts · Rating: 1100 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[LoganGD's solution](#)

355.

300A

[Array](#) · [Tutorial](#)

Quality: 27,208 global accepts · Rating: 1100 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[LoganGD's solution](#)

356.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[LoganGD's solution](#)

357.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

358.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[LoganGD's solution](#)

359.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,983 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

360.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,002 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[LoganGD's solution](#)

361.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,727 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

362.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

363.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

364.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,066 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[LoganGD's solution](#)

365.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,037 global accepts · Rating: 1100 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

366.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

367.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LoganGD's solution](#)

368.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

369.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

370.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,487 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LoganGD's solution](#)

371.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

372.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1100 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[LoganGD's solution](#)

373.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

374.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,160 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LoganGD's solution](#)

375.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[LoganGD's solution](#)

376.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LoganGD's solution](#)

377.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[LoganGD's solution](#)

378.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[LoganGD's solution](#)

379.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[LoganGD's solution](#)

380.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[LoganGD's solution](#)

381.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

382.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[LoganGD's solution](#)

383.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LoganGD's solution](#)

384.

2003C

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

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LoganGD's solution](#)

385.

264A

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

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[LoganGD's solution](#)

386.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

387.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[LoganGD's solution](#)

388.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[LoganGD's solution](#)

389.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,531 global accepts · Rating: 1200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[LoganGD's solution](#)

390.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,311 global accepts · Rating: 1200 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

391.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[LoganGD's solution](#)

392.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LoganGD's solution](#)

393.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,018 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

394.

492B

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

Quality: 90,183 global accepts · Rating: 1200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[LoganGD's solution](#)

395.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

396.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[LoganGD's solution](#)

397.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[LoganGD's solution](#)

398.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[LoganGD's solution](#)

399.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[LoganGD's solution](#)

400.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[LoganGD's solution](#)

401.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

402.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[LoganGD's solution](#)

403.

1909B

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

Quality: 30,957 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[LoganGD's solution](#)

404.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,083 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[LoganGD's solution](#)

405.

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[LoganGD's solution](#)

406.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

407.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[LoganGD's solution](#)

408.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[LoganGD's solution](#)

409.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

410.

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

411.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

412.

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,404 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LoganGD's solution](#)

413.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,005 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LoganGD's solution](#)

414.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,899 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[LoganGD's solution](#)

415.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,859 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[LoganGD's solution](#)

416.

285C

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

Quality: 26,331 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

417.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

418.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[LoganGD's solution](#)

419.

304A

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

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[LoganGD's solution](#)

420.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[LoganGD's solution](#)

421.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[LoganGD's solution](#)

422.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[LoganGD's solution](#)

423.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[LoganGD's solution](#)

424.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[LoganGD's solution](#)

425.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[LoganGD's solution](#)

426.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[LoganGD's solution](#)

427.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[LoganGD's solution](#)

428.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[LoganGD's solution](#)

429.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[LoganGD's solution](#)

430.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[LoganGD's solution](#)

431.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,108 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

432.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[LoganGD's solution](#)

433.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[LoganGD's solution](#)

434.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[LoganGD's solution](#)

435.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[LoganGD's solution](#)

436.

2124C

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

Quality: 14,591 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LoganGD's solution](#)

437.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[LoganGD's solution](#)

438.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

439.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[LoganGD's solution](#)

440.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[LoganGD's solution](#)

441.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[LoganGD's solution](#)

442.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

443.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LoganGD's solution](#)

444.

1650D

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

Quality: 14,690 global accepts · Rating: 1300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[LoganGD's solution](#)

445.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[LoganGD's solution](#)

446.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[LoganGD's solution](#)

447.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[LoganGD's solution](#)

448.

4C

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

Quality: 108,126 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[LoganGD's solution](#)

449.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LoganGD's solution](#)

450.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[LoganGD's solution](#)

451.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1300 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[LoganGD's solution](#)

452.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[LoganGD's solution](#)

453.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LoganGD's solution](#)

454.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[LoganGD's solution](#)

455.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

456.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[LoganGD's solution](#)

457.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[LoganGD's solution](#)

458.

1881D

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

Quality: 28,428 global accepts · Rating: 1300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LoganGD's solution](#)

459.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[LoganGD's solution](#)

460.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[LoganGD's solution](#)

461.

1900C

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

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[LoganGD's solution](#)

462.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-19 · last AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[LoganGD's solution](#)

463.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,273 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

464.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[LoganGD's solution](#)

465.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,566 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LoganGD's solution](#)

466.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[LoganGD's solution](#)

467.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[LoganGD's solution](#)

468.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1300 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LoganGD's solution](#)

469.

330B

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

Quality: 19,386 global accepts · Rating: 1300 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[LoganGD's solution](#)

470.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[LoganGD's solution](#)

471.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[LoganGD's solution](#)

472.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[LoganGD's solution](#)

473.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, two pointers

[LoganGD's solution](#)

474.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LoganGD's solution](#)

475.

462B

[Appleman and Card Game](#) · [Tutorial](#)

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

476.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

477.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[LoganGD's solution](#)

478.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,874 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[LoganGD's solution](#)

479.

236B

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

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[LoganGD's solution](#)

480.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1300 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

481.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,108 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[LoganGD's solution](#)

482.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LoganGD's solution](#)

483.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,487 global accepts · Rating: 1300 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[LoganGD's solution](#)

484.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LoganGD's solution](#)

485.

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[LoganGD's solution](#)

486.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[LoganGD's solution](#)

487.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

488.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,673 global accepts · Rating: 1400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[LoganGD's solution](#)

489.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[LoganGD's solution](#)

490.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,283 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[LoganGD's solution](#)

491.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[LoganGD's solution](#)

492.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[LoganGD's solution](#)

493.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory
[LoganGD's solution](#)

494.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[LoganGD's solution](#)

495.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,637 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[LoganGD's solution](#)

496.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[LoganGD's solution](#)

497.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[LoganGD's solution](#)

498.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[LoganGD's solution](#)

499.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[LoganGD's solution](#)

500.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers
[LoganGD's solution](#)

501.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math
[LoganGD's solution](#)

502.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[LoganGD's solution](#)

503.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[LoganGD's solution](#)

504.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LoganGD's solution](#)

505.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[LoganGD's solution](#)

506.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices

[LoganGD's solution](#)

507.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[LoganGD's solution](#)

508.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[LoganGD's solution](#)

509.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[LoganGD's solution](#)

510.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[LoganGD's solution](#)

511.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LoganGD's solution](#)

512.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,541 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[LoganGD's solution](#)

513.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

514.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,568 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[LoganGD's solution](#)

515.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,176 global accepts · Rating: 1400 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[LoganGD's solution](#)

516.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[LoganGD's solution](#)

517.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

518.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,072 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

519.

279B

[Books](#) · [Tutorial](#)

Quality: 72,415 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[LoganGD's solution](#)

520.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

521.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

522.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

523.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

524.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LoganGD's solution](#)

525.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[LoganGD's solution](#)

526.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,578 global accepts · Rating: 1400 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[LoganGD's solution](#)

527.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,585 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LoganGD's solution](#)

528.

315A

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

Quality: 12,294 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LoganGD's solution](#)

529.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[LoganGD's solution](#)

530.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[LoganGD's solution](#)

531.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[LoganGD's solution](#)

532.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LoganGD's solution](#)

533.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LoganGD's solution](#)

534.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[LoganGD's solution](#)

535.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LoganGD's solution](#)

536.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[LoganGD's solution](#)

537.

2146D1

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

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[LoganGD's solution](#)

538.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[LoganGD's solution](#)

539.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[LoganGD's solution](#)

540.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[LoganGD's solution](#)

541.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[LoganGD's solution](#)

542.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[LoganGD's solution](#)

543.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

544.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[LoganGD's solution](#)

545.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[LoganGD's solution](#)

546.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[LoganGD's solution](#)

547.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,131 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[LoganGD's solution](#)

548.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[LoganGD's solution](#)

549.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LoganGD's solution](#)

550.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,640 global accepts · Rating: 1500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[LoganGD's solution](#)

551.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,457 global accepts · Rating: 1500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[LoganGD's solution](#)

552.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[LoganGD's solution](#)

553.

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[LoganGD's solution](#)

554.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation

[LoganGD's solution](#)

555.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,781 global accepts · Rating: 1500 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[LoganGD's solution](#)

556.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[LoganGD's solution](#)

557.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, two pointers

[LoganGD's solution](#)

558.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

559.

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[LoganGD's solution](#)

560.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,969 global accepts · Rating: 1500 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LoganGD's solution](#)

561.

282B

[Painting Eggs](#) · [Tutorial](#)

Quality: 13,971 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LoganGD's solution](#)

562.

276C

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

Quality: 39,547 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[LoganGD's solution](#)

563.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[LoganGD's solution](#)

564.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[LoganGD's solution](#)

565.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[LoganGD's solution](#)

566.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[LoganGD's solution](#)

567.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LoganGD's solution](#)

568.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

569.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

570.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[LoganGD's solution](#)

571.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[LoganGD's solution](#)

572.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[LoganGD's solution](#)

573.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[LoganGD's solution](#)

574.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,033 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[LoganGD's solution](#)

575.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[LoganGD's solution](#)

576.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[LoganGD's solution](#)

577.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

578.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,162 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[LoganGD's solution](#)

579.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[LoganGD's solution](#)

580.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[LoganGD's solution](#)

581.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math

[LoganGD's solution](#)

582.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LoganGD's solution](#)

583.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LoganGD's solution](#)

584.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LoganGD's solution](#)

585.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[LoganGD's solution](#)

586.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[LoganGD's solution](#)

587.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[LoganGD's solution](#)

588.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[LoganGD's solution](#)

589.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

590.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[LoganGD's solution](#)

591.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[LoganGD's solution](#)

592.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,680 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[LoganGD's solution](#)

593.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[LoganGD's solution](#)

594.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory

[LoganGD's solution](#)

595.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[LoganGD's solution](#)

596.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[LoganGD's solution](#)

597.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[LoganGD's solution](#)

598.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[LoganGD's solution](#)

599.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,197 global accepts · Rating: 1600 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[LoganGD's solution](#)

600.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,499 global accepts · Rating: 1600 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[LoganGD's solution](#)

601.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[LoganGD's solution](#)

602.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LoganGD's solution](#)

603.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LoganGD's solution](#)

604.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[LoganGD's solution](#)

605.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[LoganGD's solution](#)

606.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[LoganGD's solution](#)

607.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[LoganGD's solution](#)

608.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[LoganGD's solution](#)

609.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[LoganGD's solution](#)

610.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[LoganGD's solution](#)

611.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[LoganGD's solution](#)

612.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[LoganGD's solution](#)

613.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LoganGD's solution](#)

614.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[LoganGD's solution](#)

615.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[LoganGD's solution](#)

616.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[LoganGD's solution](#)

617.

1999G2

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

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[LoganGD's solution](#)

618.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[LoganGD's solution](#)

619.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[LoganGD's solution](#)

620.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[LoganGD's solution](#)

621.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[LoganGD's solution](#)

622.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LoganGD's solution](#)

623.

276D

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

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[LoganGD's solution](#)

624.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[LoganGD's solution](#)

625.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,899 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[LoganGD's solution](#)

626.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LoganGD's solution](#)

627.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[LoganGD's solution](#)

628.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[LoganGD's solution](#)

629.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[LoganGD's solution](#)

630.

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LoganGD's solution](#)

631.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,303 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[LoganGD's solution](#)

632.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[LoganGD's solution](#)

633.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[LoganGD's solution](#)

634.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[LoganGD's solution](#)

635.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,007 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs

[LoganGD's solution](#)

636.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LoganGD's solution](#)

637.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[LoganGD's solution](#)

638.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[LoganGD's solution](#)

639.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[LoganGD's solution](#)

640.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[LoganGD's solution](#)

641.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: games

[LoganGD's solution](#)

642.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LoganGD's solution](#)

643.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[LoganGD's solution](#)

644.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[LoganGD's solution](#)

645.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LoganGD's solution](#)

646.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings

[LoganGD's solution](#)

647.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[LoganGD's solution](#)

648.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,548 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[LoganGD's solution](#)

649.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LoganGD's solution](#)

650.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[LoganGD's solution](#)

651.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[LoganGD's solution](#)

652.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LoganGD's solution](#)

653.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[LoganGD's solution](#)

654.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LoganGD's solution](#)

655.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[LoganGD's solution](#)

656.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[LoganGD's solution](#)

657.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

658.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,535 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[LoganGD's solution](#)

659.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[LoganGD's solution](#)

660.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[LoganGD's solution](#)

661.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[LoganGD's solution](#)

662.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[LoganGD's solution](#)

663.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LoganGD's solution](#)

664.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,199 global accepts · Rating: 1800 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[LoganGD's solution](#)

665.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[LoganGD's solution](#)

666.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two

pointers

[LoganGD's solution](#)

667.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[LoganGD's solution](#)

668.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[LoganGD's solution](#)

669.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[LoganGD's solution](#)

670.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LoganGD's solution](#)

671.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[LoganGD's solution](#)

672.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LoganGD's solution](#)

673.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LoganGD's solution](#)

674.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[LoganGD's solution](#)

675.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[LoganGD's solution](#)

676.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[LoganGD's solution](#)

677.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[LoganGD's solution](#)

678.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[LoganGD's solution](#)

679.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[LoganGD's solution](#)

680.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[LoganGD's solution](#)

681.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[LoganGD's solution](#)

682.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[LoganGD's solution](#)

683.

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[LoganGD's solution](#)

684.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[LoganGD's solution](#)

685.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[LoganGD's solution](#)

686.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[LoganGD's solution](#)

687.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[LoganGD's solution](#)

688.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[LoganGD's solution](#)

689.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[LoganGD's solution](#)

690.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[LoganGD's solution](#)

691.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[LoganGD's solution](#)

692.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[LoganGD's solution](#)

693.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[LoganGD's solution](#)

694.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[LoganGD's solution](#)

695.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[LoganGD's solution](#)

696.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[LoganGD's solution](#)

697.

1758D

[Range = " SumTutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[LoganGD's solution](#)

698.

1907F

[Shift and Reverse · Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LoganGD's solution](#)

699.

478C

[Table Decorations · Tutorial](#)

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LoganGD's solution](#)

700.

1809D

[Binary String Sorting · Tutorial](#)

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LoganGD's solution](#)

701.

2180C

[XOR-factorization · Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[LoganGD's solution](#)

702.

2180D

[Insolvable Disks · Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[LoganGD's solution](#)

703.

2165B

[Marble Council · Tutorial](#)

Quality: 4,537 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[LoganGD's solution](#)

704.

2156D

[Find the Last Number · Tutorial](#)

Quality: 5,372 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LoganGD's solution](#)

705.

2129C1

[Interactive RBS \(Easy Version\) · Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LoganGD's solution](#)

706.

2109D

[D/D/D · Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[LoganGD's solution](#)

707.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[LoganGD's solution](#)

708.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[LoganGD's solution](#)

709.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[LoganGD's solution](#)

710.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[LoganGD's solution](#)

711.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[LoganGD's solution](#)

712.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[LoganGD's solution](#)

713.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LoganGD's solution](#)

714.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[LoganGD's solution](#)

715.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[LoganGD's solution](#)

716.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[LoganGD's solution](#)

717.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[LoganGD's solution](#)

718.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[LoganGD's solution](#)

719.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[LoganGD's solution](#)

720.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[LoganGD's solution](#)

721.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[LoganGD's solution](#)

722.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[LoganGD's solution](#)

723.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[LoganGD's solution](#)

724.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[LoganGD's solution](#)

725.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[LoganGD's solution](#)

726.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[LoganGD's solution](#)

727.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2024-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[LoganGD's solution](#)

728.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
[LoganGD's solution](#)

729.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[LoganGD's solution](#)

730.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[LoganGD's solution](#)

731.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
[LoganGD's solution](#)

732.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[LoganGD's solution](#)

733.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy
[LoganGD's solution](#)

734.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[LoganGD's solution](#)

735.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[LoganGD's solution](#)

736.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[LoganGD's solution](#)

737.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[LoganGD's solution](#)

738.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · last AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search
[LoganGD's solution](#)

739.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory
[LoganGD's solution](#)

740.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp
[LoganGD's solution](#)

741.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[LoganGD's solution](#)

742.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[LoganGD's solution](#)

743.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[LoganGD's solution](#)

744.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[LoganGD's solution](#)

745.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[LoganGD's solution](#)

746.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[LoganGD's solution](#)

747.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[LoganGD's solution](#)

748.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[LoganGD's solution](#)

749.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[LoganGD's solution](#)

750.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[LoganGD's solution](#)

751.

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
[LoganGD's solution](#)

752.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[LoganGD's solution](#)

753.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[LoganGD's solution](#)

754.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[LoganGD's solution](#)

755.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[LoganGD's solution](#)

756.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[LoganGD's solution](#)

757.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[LoganGD's solution](#)

758.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

759.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LoganGD's solution](#)

760.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[LoganGD's solution](#)

761.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[LoganGD's solution](#)

762.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[LoganGD's solution](#)

763.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[LoganGD's solution](#)

764.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[LoganGD's solution](#)

765.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LoganGD's solution](#)

766.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[LoganGD's solution](#)

767.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LoganGD's solution](#)

768.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[LoganGD's solution](#)

769.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[LoganGD's solution](#)

770.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[LoganGD's solution](#)

771.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[LoganGD's solution](#)

772.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[LoganGD's solution](#)

773.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[LoganGD's solution](#)

774.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LoganGD's solution](#)

775.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[LoganGD's solution](#)

776.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[LoganGD's solution](#)

777.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[LoganGD's solution](#)

778.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LoganGD's solution](#)

779.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[LoganGD's solution](#)

780.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[LoganGD's solution](#)

781.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[LoganGD's solution](#)

782.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[LoganGD's solution](#)

783.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[LoganGD's solution](#)

784.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LoganGD's solution](#)

785.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LoganGD's solution](#)

786.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,568 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[LoganGD's solution](#)

787.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[LoganGD's solution](#)

788.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[LoganGD's solution](#)

789.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[LoganGD's solution](#)

790.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[LoganGD's solution](#)

791.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[LoganGD's solution](#)

792.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

793.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[LoganGD's solution](#)

794.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[LoganGD's solution](#)

795.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[LoganGD's solution](#)

796.

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[LoganGD's solution](#)

797.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[LoganGD's solution](#)

798.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[LoganGD's solution](#)

799.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[LoganGD's solution](#)

800.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[LoganGD's solution](#)

801.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[LoganGD's solution](#)

802.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[LoganGD's solution](#)

803.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[LoganGD's solution](#)

804.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LoganGD's solution](#)

805.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[LoganGD's solution](#)

806.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs, greedy, implementation

[LoganGD's solution](#)

807.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[LoganGD's solution](#)

808.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LoganGD's solution](#)

809.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[LoganGD's solution](#)

810.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[LoganGD's solution](#)

811.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[LoganGD's solution](#)

812.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[LoganGD's solution](#)

813.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[LoganGD's solution](#)

814.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LoganGD's solution](#)

815.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[LoganGD's solution](#)

816.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs,

greedy, math

[LoganGD's solution](#)

817.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[LoganGD's solution](#)

818.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[LoganGD's solution](#)

819.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[LoganGD's solution](#)

820.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[LoganGD's solution](#)

821.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[LoganGD's solution](#)

822.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[LoganGD's solution](#)

823.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[LoganGD's solution](#)

824.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[LoganGD's solution](#)

825.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[LoganGD's solution](#)

826.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[LoganGD's solution](#)

827.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[LoganGD's solution](#)

828.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[LoganGD's solution](#)

829.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[LoganGD's solution](#)

830.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LoganGD's solution](#)

831.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[LoganGD's solution](#)

832.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LoganGD's solution](#)

833.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LoganGD's solution](#)

834.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[LoganGD's solution](#)

835.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

836.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

837.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

838.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

839.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

840.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

841.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

842.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

843.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

844.

106160G

[Garbage In, Garbage Out](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

845.

106160L

[Linguistic Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

846.

106160K

[Knowing the Clock](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

847.

106160J

[Jacobi Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

848.

106160I

[Intermill Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

849.

106160H

[Homesick](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

850.

106160F

[Faulty Connection](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

851.

106160D

[Duo Detection](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

852.

106160C

[Coherency](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

853.

106160B

[Boggle Sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

854.

106160A

[Accidental Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

855.

106157E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

856.

106157H

[Hybrid Search](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

857.

106157L

[Last Orders](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

858.

106157B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

859.

106157F

[Fell Walking](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

860.

106157G

[Get Good](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

861.

106157J

[Joust Sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

862.

106157I

[Itsy Bits](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

863.

106157M

[Motorway Stops](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

864.

106157C

[Colourful Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

865.

106164J

[Joyeuse](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

866.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

867.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

868.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

869.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

870.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

871.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

872.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

873.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

874.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

875.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

876.

106225K

[Keygen 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

877.

106225H

[Hyper Smawk Bros](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

878.

106167D

[Decrypting Zodiac](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

879.

106167N

[Natural Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

880.

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

881.

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

882.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

883.

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

884.

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

885.

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

886.

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

887.

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

888.

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

889.

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

890.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · last AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

891.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · last AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

892.

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

893.

106225B

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

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

894.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

895.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

896.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

897.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

898.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

899.

106225D

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

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

900.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

901.

105461A

[Matrix Minors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

902.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

903.

105461I

[Periodic Recurrence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

904.

106129I

[Island Urbanism](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

905.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

906.

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

907.

105789J

[Just Look Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

908.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

909.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

910.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

911.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

912.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

913.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

914.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

915.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

916.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

917.

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

918.

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · last AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

919.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

920.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

921.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

922.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

923.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

924.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

925.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

926.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · last AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

927.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · last AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

928.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

929.

105461K

[Cheater Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

930.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

931.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

932.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

933.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

934.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

935.

104064G

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

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

936.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

937.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

938.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

939.

103185B

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

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

940.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

941.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

942.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

943.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

944.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

945.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

946.

106124I

[Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

947.

106124C

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

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

948.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

949.

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

950.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

951.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

952.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

953.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

954.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

955.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

956.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

957.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

958.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

959.

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

960.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

961.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

962.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

963.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

964.

106129E

[Engineering Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

965.

104020K

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

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

966.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

967.

103957G

[Legacy of the Void](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

968.

103957K

[Convex Polyhedron](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

969.

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

970.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

971.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

972.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

973.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

974.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

975.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

976.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

977.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

978.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

979.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

980.

102890F

[Fit them all](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

981.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

982.

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

983.

103957I

[Champions League](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

984.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

985.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

986.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

987.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

988.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

989.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

990.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

991.

103957C

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

Rating: — · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

992.

103957E

[Colorful Floor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · last AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

993.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

994.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

995.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

996.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

997.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

998.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

999.

103049C

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

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1000.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1001.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1002.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1003.

103957H

[Open Face Chinese Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1004.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1005.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1006.

103957L

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

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1007.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · last AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1008.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1009.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1010.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1011.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1012.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1013.

105588M

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

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1014.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1015.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1016.

105461G

[Contrived Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1017.

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1018.

105461L

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

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1019.

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1020.

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1021.

105461B

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Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1022.

105461C

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Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1023.

105461D

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Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1024.

105461E

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Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1025.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1026.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1027.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1028.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1029.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1030.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1031.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1032.

103443D

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

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1033.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1034.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1035.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1036.

103438D

[Many LCS](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1037.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1038.

103438H

[Colourful Permutation Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1039.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1040.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1041.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1042.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1043.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1044.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1045.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1046.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1047.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1048.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1049.

103438A

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

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1050.

103202L

[Forged in the Barrens](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1051.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1052.

103202B

[Whispers of the Old Gods](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1053.

103202A

[The Grand Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1054.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1055.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1056.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1057.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1058.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1059.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1060.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1061.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1062.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1063.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1064.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1065.

104118E

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

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1066.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1067.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1068.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1069.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1070.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1071.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1072.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1073.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1074.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1075.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1076.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1077.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1078.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1079.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · last AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1080.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LoganGD's solution](#)

1081.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · last AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1082.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · last AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1083.

105444M

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

Rating: — · first AC: 2025-05-17 · last AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1084.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1085.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1086.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1087.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1088.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1089.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1090.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1091.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1092.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1093.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1094.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1095.

103940L

[Limited Increasing Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1096.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1097.

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1098.

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1099.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1100.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1101.

103940C

[Correcting School Enrollment Errors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1102.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1103.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1104.

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1105.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1106.

103940B

[Binahuatl's Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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1107.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1108.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1109.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1110.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1111.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1112.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1113.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1114.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1115.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1116.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1117.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[LoganGD's solution](#)

1118.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1119.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1120.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1121.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1122.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1123.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1124.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1125.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1126.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1127.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1128.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1129.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1130.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1131.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1132.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1133.

103274J

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1135.

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1136.

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1137.

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1138.

103274C

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1139.

102966F

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1140.

102966B

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1141.

102966J

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1142.

102966D

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1143.

102966E

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1144.

102966H

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1145.

102966G

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1146.

102966L

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1147.

102966K

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1148.

102966C

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1149.

102966A

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1150.

102890M

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1151.

102890E

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1152.

102890K

[K contestants](#) · [Tutorial](#)

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1153.

102890L

[Let's count words](#) · [Tutorial](#)

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1154.

102890I

[Is this the best deal?](#) · [Tutorial](#)

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1155.

102890H

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1156.

102890G

[Gold Fever](#) · [Tutorial](#)

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1157.

102890D

[Debugging the network](#) · [Tutorial](#)

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1158.

102890C

[Counting triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1159.

102890A

[Acing the contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[LoganGD's solution](#)

1160.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force

[LoganGD's solution](#)

1161.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, number theory

[LoganGD's solution](#)

1162.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[LoganGD's solution](#)

1163.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, games, interactive

[LoganGD's solution](#)

1164.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[LoganGD's solution](#)

1165.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

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