

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

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# Unique solved — LuOH3

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

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

Filters: none

Count: 1,349

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,085 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[LuOH3 's solution](#)

2.

1453A

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

Quality: 24,266 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)

[LuOH3 's solution](#)

3.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: [binary search](#), [brute force](#), [data structures](#), [games](#), [greedy](#)

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4.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [greedy](#), [sortings](#)

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5.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: [2-sat](#), [constructive algorithms](#), [greedy](#), [string suffix structures](#), [strings](#)

[LuOH3 's solution](#)

6.

1928A

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

Quality: 24,423 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: [geometry](#), [math](#)

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7.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[LuOH3 's solution](#)

8.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

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9.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#)

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**10.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[LuOH3 's solution](#)

**11.**

2010A

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

Quality: 21,269 global accepts · Rating: 800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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**12.**

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[LuOH3 's solution](#)

**13.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**14.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**15.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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**16.**

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,510 global accepts · Rating: 800 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**17.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**18.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[LuOH3 's solution](#)

**19.**

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**20.**

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[LuOH3 's solution](#)

**21.**

1822C

[Bun Lover](#) · [Tutorial](#)

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**22.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**23.**

1699A

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

Quality: 24,780 global accepts · Rating: 800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**24.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[LuOH3 's solution](#)

**25.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**26.**

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**27.**

2204A

[Passing the Ball](#) · [Tutorial](#)

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[LuOH3 's solution](#)

**28.**

1627A

[Not Shading](#) · [Tutorial](#)

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**29.**

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**30.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[LuOH3 's solution](#)

**31.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math, strings

[LuOH3 's solution](#)

**32.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**33.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,166 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

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**34.**

1526A

[Mean Inequality](#) · [Tutorial](#)

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[LuOH3 's solution](#)

**35.**

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**36.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**37.**

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[LuOH3 's solution](#)

**38.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**39.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,239 global accepts · Rating: 800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**40.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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**41.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

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**42.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**43.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LuOH3 's solution](#)

**44.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**45.**

1748A

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

Quality: 25,314 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**46.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**47.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**48.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**49.**

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,687 global accepts · Rating: 800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**50.**

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,489 global accepts · Rating: 800 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[LuOH3 's solution](#)

**51.**

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 800 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**52.**

2205B

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

Quality: 16,179 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**53.**

2205A

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

Quality: 17,306 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[LuOH3 's solution](#)

**54.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,997 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**55.**

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 800 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**56.**

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,918 global accepts · Rating: 800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[LuOH3 's solution](#)

**57.**

2195A

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

Quality: 35,465 global accepts · Rating: 800 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**58.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 800 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[LuOH3 's solution](#)

**59.**

2183A

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

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: games

[LuOH3 's solution](#)

**60.**

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**61.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,839 global accepts · Rating: 800 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**62.**

2188A

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

Quality: 25,912 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**63.**

2193B

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

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[LuOH3 's solution](#)

**64.**

2193A

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

Quality: 42,664 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**65.**

2189A

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

Quality: 24,368 global accepts · Rating: 800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**66.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**67.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[LuOH3 's solution](#)

**68.**

1728A

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

Quality: 25,452 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[LuOH3 's solution](#)

**69.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**70.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[LuOH3 's solution](#)

**71.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[LuOH3 's solution](#)

**72.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**73.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**74.**

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

**75.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**76.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,092 global accepts · Rating: 800 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[LuOH3 's solution](#)

**77.**

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[LuOH3 's solution](#)

**78.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,712 global accepts · Rating: 800 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**79.**

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,096 global accepts · Rating: 800 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**80.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,786 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**81.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**82.**

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**83.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[LuOH3 's solution](#)

**84.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[LuOH3 's solution](#)

**85.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

86.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[LuOH3 's solution](#)

87.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

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88.

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[LuOH3 's solution](#)

89.

1005A

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

Quality: 27,499 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

90.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

91.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

92.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 800 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LuOH3 's solution](#)

93.

2184A

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

Quality: 38,090 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

94.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

95.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,615 global accepts · Rating: 800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

96.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**97.**

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**98.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**99.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**100.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**101.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[LuOH3 's solution](#)

**102.**

1549B

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

Quality: 26,828 global accepts · Rating: 800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

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**103.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[LuOH3 's solution](#)

**104.**

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**105.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LuOH3 's solution](#)

**106.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**107.**

1651A

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Quality: 26,662 global accepts · Rating: 800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**108.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[LuOH3 's solution](#)

**109.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings  
[LuOH3 's solution](#)

**110.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[LuOH3 's solution](#)

**111.**

1741B

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Quality: 26,762 global accepts · Rating: 800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[LuOH3 's solution](#)

**112.**

1594A

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Quality: 27,120 global accepts · Rating: 800 · first AC: 2026-01-03 · C++20 (GCC 13-64) (first AC) · Tags: math  
[LuOH3 's solution](#)

**113.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: math  
[LuOH3 's solution](#)

**114.**

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[LuOH3 's solution](#)

**115.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,822 global accepts · Rating: 800 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[LuOH3 's solution](#)

**116.**

1525A

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Quality: 27,002 global accepts · Rating: 800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[LuOH3 's solution](#)

**117.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**118.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[LuOH3 's solution](#)

**119.**

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**120.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**121.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings

[LuOH3 's solution](#)

**122.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**123.**

1934A

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Quality: 27,263 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**124.**

1180A

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Quality: 27,428 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[LuOH3 's solution](#)

**125.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**126.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**127.**

1382A

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Quality: 27,361 global accepts · Rating: 800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

**128.**

1455A

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

Quality: 27,410 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**129.**

1312A

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Quality: 27,543 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, number theory

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**130.**

1701A

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[LuOH3 's solution](#)

**131.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[LuOH3 's solution](#)

**132.**

1886A

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Quality: 27,721 global accepts · Rating: 800 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[LuOH3 's solution](#)

**133.**

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[LuOH3 's solution](#)

**134.**

1547B

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**135.**

1833C

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

Quality: 27,895 global accepts · Rating: 800 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**136.**

2179B

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[LuOH3 's solution](#)

**137.**

2179A

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

Quality: 34,424 global accepts · Rating: 800 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[LuOH3 's solution](#)

**138.**

1674A

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

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[LuOH3 's solution](#)

**139.**

1478A

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Quality: 28,013 global accepts · Rating: 800 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**140.**

1560C

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[LuOH3 's solution](#)

**141.**

1690C

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Quality: 28,093 global accepts · Rating: 800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[LuOH3 's solution](#)

**142.**

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

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**143.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,504 global accepts · Rating: 800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**144.**

1856A

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Quality: 28,161 global accepts · Rating: 800 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**145.**

1916A

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Quality: 28,313 global accepts · Rating: 800 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[LuOH3 's solution](#)

**146.**

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**147.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**148.**

2180A

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[LuOH3 's solution](#)

**149.**

1946A

[Median of an Array](#) · [Tutorial](#)

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[LuOH3 's solution](#)

**150.**

1832A

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Quality: 28,973 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: strings

[LuOH3 's solution](#)

**151.**

1644A

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Quality: 28,640 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**152.**

1092B

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Quality: 29,214 global accepts · Rating: 800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: sortings

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**153.**

1883A

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Quality: 29,258 global accepts · Rating: 800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**154.**

1744A

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[LuOH3 's solution](#)

**155.**

1398A

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Quality: 28,790 global accepts · Rating: 800 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[LuOH3 's solution](#)

**156.**

1922A

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[LuOH3 's solution](#)

**157.**

939A

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Quality: 29,710 global accepts · Rating: 800 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs

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**158.**

1511A

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Quality: 28,831 global accepts · Rating: 800 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**159.**

1789A

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[LuOH3 's solution](#)

**160.**

1674B

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Quality: 29,410 global accepts · Rating: 800 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[LuOH3 's solution](#)

**161.**

1846B

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Quality: 28,917 global accepts · Rating: 800 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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**162.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

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**163.**

1743A

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**164.**

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[LuOH3 's solution](#)

**165.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**166.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2025-12-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[LuOH3 's solution](#)

**167.**

119A

[Epic Game](#) · [Tutorial](#)

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**168.**

1196A

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**169.**

1702B

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Quality: 29,306 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**170.**

2176A

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Quality: 29,079 global accepts · Rating: 800 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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**171.**

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**172.**

1234A

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**173.**

1920A

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Quality: 29,560 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
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**174.**

1550A

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Quality: 29,462 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**175.**

1391B

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Quality: 29,784 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[LuOH3 's solution](#)

**176.**

1660B

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Quality: 29,754 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: math  
[LuOH3 's solution](#)

**177.**

1855A

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Quality: 29,930 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**178.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**179.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[LuOH3 's solution](#)

**180.**

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,735 global accepts · Rating: 800 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**181.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,786 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[LuOH3 's solution](#)

**182.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[LuOH3 's solution](#)

**183.**

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**184.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**185.**

978A

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Quality: 30,736 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**186.**

1935A

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Quality: 30,326 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

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**187.**

1519A

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Quality: 30,561 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**188.**

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[LuOH3 's solution](#)

**189.**

1792A

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Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**190.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LuOH3 's solution](#)

**191.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[LuOH3 's solution](#)

**192.**

255A

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Quality: 31,202 global accepts · Rating: 800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**193.**

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

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**194.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**195.**

1629A

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**196.**

711A

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Quality: 30,978 global accepts · Rating: 800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**197.**

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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**198.**

1925A

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Quality: 31,150 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[LuOH3 's solution](#)

**199.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,617 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

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**200.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,394 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LuOH3 's solution](#)

**201.**

2170A

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

Quality: 19,939 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[LuOH3 's solution](#)

**202.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LuOH3 's solution](#)

**203.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**204.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**205.**

1551B1

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

Quality: 31,326 global accepts · Rating: 800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**206.**

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**207.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**208.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[LuOH3 's solution](#)

**209.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[LuOH3 's solution](#)

**210.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[LuOH3 's solution](#)

**211.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**212.**

2157A

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

Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LuOH3 's solution](#)

**213.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**214.**

1611B

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

Quality: 31,917 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[LuOH3 's solution](#)

**215.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[LuOH3 's solution](#)

**216.**

2171A

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

Quality: 37,250 global accepts · Rating: 800 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[LuOH3 's solution](#)

**217.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, two pointers

[LuOH3 's solution](#)

**218.**

1622A

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

Quality: 32,035 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[LuOH3 's solution](#)

**219.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,115 global accepts · Rating: 800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**220.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 800 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[LuOH3 's solution](#)

**221.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[LuOH3 's solution](#)

**222.**

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation

[LuOH3 's solution](#)

**223.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**224.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[LuOH3 's solution](#)

**225.**

1547A

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

Quality: 32,288 global accepts · Rating: 800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**226.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[LuOH3 's solution](#)

**227.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**228.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,373 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**229.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[LuOH3 's solution](#)

**230.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**231.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**232.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**233.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[LuOH3 's solution](#)

**234.**

2163A

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

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[LuOH3 's solution](#)

**235.**

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**236.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**237.**

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**238.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[LuOH3 's solution](#)

**239.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**240.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,779 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[LuOH3 's solution](#)

**241.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,897 global accepts · Rating: 800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[LuOH3 's solution](#)

**242.**

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,537 global accepts · Rating: 800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**243.**

1741A

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

Quality: 33,803 global accepts · Rating: 800 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**244.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**245.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LuOH3 's solution](#)

**246.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,687 global accepts · Rating: 800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**247.**

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math

[LuOH3 's solution](#)

**248.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,333 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[LuOH3 's solution](#)

**249.**

1676C

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

Quality: 34,639 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math, strings

[LuOH3 's solution](#)

**250.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,267 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**251.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,478 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[LuOH3 's solution](#)

**252.**

1974B

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

Quality: 34,487 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[LuOH3 's solution](#)

**253.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**254.**

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[LuOH3 's solution](#)

**255.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, strings

[LuOH3 's solution](#)

**256.**

1929A

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

Quality: 34,944 global accepts · Rating: 800 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LuOH3 's solution](#)

**257.**

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**258.**

1914A

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

Quality: 35,156 global accepts · Rating: 800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**259.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 800 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**260.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,368 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**261.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**262.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,178 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[LuOH3 's solution](#)

**263.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,944 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[LuOH3 's solution](#)

**264.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,566 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**265.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,846 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**266.**

2167C

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

Quality: 36,065 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[LuOH3 's solution](#)

**267.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,830 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[LuOH3 's solution](#)

**268.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,474 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[LuOH3 's solution](#)

**269.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,493 global accepts · Rating: 800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**270.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

**271.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**272.**

1690A

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

Quality: 35,633 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**273.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,267 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[LuOH3 's solution](#)

**274.**

1933B

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

Quality: 36,273 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[LuOH3 's solution](#)

**275.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[LuOH3 's solution](#)

**276.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[LuOH3 's solution](#)

**277.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**278.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[LuOH3 's solution](#)

**279.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,170 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[LuOH3 's solution](#)

**280.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**281.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[LuOH3 's solution](#)

**282.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,471 global accepts · Rating: 800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
[LuOH3 's solution](#)

**283.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,576 global accepts · Rating: 800 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[LuOH3 's solution](#)

**284.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings  
[LuOH3 's solution](#)

**285.**

1777A

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

Quality: 44,020 global accepts · Rating: 800 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**286.**

1843A

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

Quality: 37,311 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[LuOH3 's solution](#)

**287.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,922 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**288.**

1650A

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

Quality: 37,308 global accepts · Rating: 800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[LuOH3 's solution](#)

**289.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,659 global accepts · Rating: 800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**290.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, two pointers  
[LuOH3 's solution](#)

**291.**

1702A

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

Quality: 38,180 global accepts · Rating: 800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[LuOH3 's solution](#)

**292.**

2162A

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

Quality: 41,594 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[LuOH3 's solution](#)

**293.**

1692C

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

Quality: 38,918 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**294.**

1843C

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

Quality: 39,499 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[LuOH3 's solution](#)

**295.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,030 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**296.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,201 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**297.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**298.**

1831A

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

Quality: 46,307 global accepts · Rating: 800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**299.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,360 global accepts · Rating: 800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**300.**

2160A

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**301.**

2153B

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**302.**

2153A

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**303.**

2145A

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2155A

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**305.**

2152A

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**306.**

894A

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1560B

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**308.**

1845A

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**309.**

1968A

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**310.**

2149B

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2149A

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2151A

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**313.**

1325B

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**314.**

1660A

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1369A

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**317.**

1385B

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**318.**

1931A

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2146A

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1703C

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**323.**

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**324.**

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**325.**

1527A

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1790A

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**332.**

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**334.**

265A

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1186A

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**337.**

1933A

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1579A

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1896A

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1358A

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**352.**

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**353.**

1890A

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1454A

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**357.**

1859A

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2144A

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1837A

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1862B

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1853A

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1950C

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**366.**

1311A

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**367.**

1399B

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935A

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1941A

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**370.**

1881A

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**371.**

1462A

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1296A

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**373.**

1807B

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1900A

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**375.**

233A

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**376.**

1389A

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Quality: 49,879 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LuOH3 's solution](#)

**377.**

1921A

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**378.**

1915B

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**379.**

1850B

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**380.**

1520B

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Quality: 49,633 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**381.**

1927A

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Quality: 51,437 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**382.**

1542A

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**383.**

1955A

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**384.**

1371A

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**385.**

1915C

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**386.**

1791B

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Quality: 52,664 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

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**387.**

1850C

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Quality: 53,545 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

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**388.**

1760B

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**389.**

1669B

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Quality: 55,550 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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**390.**

731A

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**391.**

702A

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**392.**

1294A

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**393.**

1360B

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1426A

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Quality: 54,962 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**395.**

959A

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Quality: 55,670 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games, math

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**396.**

1722B

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**397.**

1858A

[Buttons](#) · [Tutorial](#)

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**398.**

2148B

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**399.**

2148A

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Quality: 47,434 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

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**400.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**401.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[LuOH3 's solution](#)

**402.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,499 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[LuOH3 's solution](#)

**403.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,321 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**404.**

1353B

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

Quality: 58,127 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**405.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**406.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**407.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,104 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LuOH3 's solution](#)

**408.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,435 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**409.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,647 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[LuOH3 's solution](#)

**410.**

1551A

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

Quality: 58,360 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**411.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,016 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**412.**

1520A

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

Quality: 58,462 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**413.**

1926A

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

Quality: 62,203 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**414.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,847 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LuOH3 's solution](#)

**415.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,656 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[LuOH3 's solution](#)

**416.**

1624A

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

Quality: 60,282 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**417.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,700 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[LuOH3 's solution](#)

**418.**

1283A

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

Quality: 61,301 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**419.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,566 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**420.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,825 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**421.**

1433A

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

Quality: 62,654 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**422.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,479 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[LuOH3 's solution](#)

**423.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,634 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**424.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,179 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[LuOH3 's solution](#)

**425.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**426.**

1374A

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

Quality: 64,187 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**427.**

1791C

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

Quality: 74,185 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[LuOH3 's solution](#)

**428.**

80A

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

Quality: 66,314 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

**429.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**430.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,145 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**431.**

1878A

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

Quality: 78,685 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**432.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,702 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**433.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,592 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**434.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,455 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**435.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,048 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**436.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,709 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**437.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,930 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**438.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,403 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**439.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,681 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[LuOH3 's solution](#)

**440.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,018 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LuOH3 's solution](#)

**441.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LuOH3 's solution](#)

**442.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,776 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**443.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,214 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[LuOH3 's solution](#)

**444.**

1560A

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

Quality: 73,515 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**445.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,309 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**446.**

1899A

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

Quality: 92,770 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[LuOH3 's solution](#)

**447.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,805 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[LuOH3 's solution](#)

**448.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,944 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[LuOH3 's solution](#)

**449.**

1791A

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

Quality: 80,625 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**450.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,105 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**451.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,757 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: expression parsing, implementation

[LuOH3 's solution](#)

**452.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,603 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**453.**

1409A

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

Quality: 80,429 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**454.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,723 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**455.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,428 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**456.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,751 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**457.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,552 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**458.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,827 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[LuOH3 's solution](#)

**459.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,961 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**460.**

1154A

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

Quality: 87,068 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**461.**

630A

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

Quality: 93,519 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[LuOH3 's solution](#)

**462.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**463.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,842 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[LuOH3 's solution](#)

**464.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[LuOH3 's solution](#)

**465.**

750A

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

Quality: 92,559 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

[LuOH3 's solution](#)

**466.**

155A

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

Quality: 93,669 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

**467.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,785 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**468.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,240 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**469.**

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,829 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**470.**

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,826 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**471.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,313 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**472.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,721 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, sortings

[LuOH3 's solution](#)

**473.**

1352A

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

Quality: 104,134 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**474.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,410 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[LuOH3 's solution](#)

**475.**

1335A

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

Quality: 104,805 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**476.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,930 global accepts · Rating: 800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**477.**

2137A

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

Quality: 35,315 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**478.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,214 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[LuOH3 's solution](#)

**479.**

785A

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

Quality: 110,964 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**480.**

443A

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

Quality: 112,067 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LuOH3 's solution](#)

**481.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,405 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[LuOH3 's solution](#)

**482.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,378 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LuOH3 's solution](#)

**483.**

144A

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

Quality: 121,422 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**484.**

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,204 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**485.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,541 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**486.**

1328A

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

Quality: 131,914 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**487.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,105 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**488.**

61A

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

Quality: 136,214 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**489.**

228A

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

Quality: 139,822 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**490.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,432 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[LuOH3 's solution](#)

**491.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,543 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**492.**

486A

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

Quality: 154,158 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[LuOH3 's solution](#)

**493.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,342 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**494.**

467A

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

Quality: 155,956 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**495.**

266B

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

Quality: 166,098 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[LuOH3 's solution](#)

**496.**

1030A

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

Quality: 171,468 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**497.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,754 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[LuOH3 's solution](#)

**498.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,563 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**499.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,624 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**500.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,468 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[LuOH3 's solution](#)

**501.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,552 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[LuOH3 's solution](#)

**502.**

110A

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

Quality: 199,516 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**503.**

977A

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

Quality: 217,506 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**504.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,961 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[LuOH3 's solution](#)

**505.**

546A

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

Quality: 235,225 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[LuOH3 's solution](#)

**506.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,158 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: math  
[LuOH3 's solution](#)

**507.**

266A

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

Quality: 244,593 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**508.**

791A

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

Quality: 257,243 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**509.**

281A

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

Quality: 271,018 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[LuOH3 's solution](#)

**510.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,059 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[LuOH3 's solution](#)

**511.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,385 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings  
[LuOH3 's solution](#)

**512.**

112A

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

Quality: 287,281 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[LuOH3 's solution](#)

**513.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,036 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**514.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,743 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**515.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,502 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation  
[LuOH3 's solution](#)

**516.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,324 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[LuOH3 's solution](#)

**517.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,301 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[LuOH3 's solution](#)

**518.**

71A

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

Quality: 503,305 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[LuOH3 's solution](#)

**519.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,931 global accepts · Rating: 800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[LuOH3 's solution](#)

**520.**

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math  
[LuOH3 's solution](#)

**521.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings  
[LuOH3 's solution](#)

**522.**

1980A

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

Quality: 47,599 global accepts · Rating: 800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: math  
[LuOH3 's solution](#)

**523.**

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[LuOH3 's solution](#)

**524.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**525.**

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,122 global accepts · Rating: 800 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**526.**

2134A

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

Quality: 26,560 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[LuOH3 's solution](#)

**527.**

1985B

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

Quality: 56,771 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[LuOH3 's solution](#)

**528.**

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,545 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**529.**

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[LuOH3 's solution](#)

**530.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,373 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[LuOH3 's solution](#)

**531.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,348 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[LuOH3 's solution](#)

**532.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,490 global accepts · Rating: 800 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**533.**

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**534.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,650 global accepts · Rating: 800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[LuOH3 's solution](#)

**535.**

2131B

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

Quality: 30,958 global accepts · Rating: 800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[LuOH3 's solution](#)

**536.**

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,867 global accepts · Rating: 800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math  
[LuOH3 's solution](#)

**537.**

2125A

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

Quality: 27,985 global accepts · Rating: 800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[LuOH3 's solution](#)

**538.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search  
[LuOH3 's solution](#)

**539.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[LuOH3 's solution](#)

**540.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,988 global accepts · Rating: 800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings  
[LuOH3 's solution](#)

**541.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[LuOH3 's solution](#)

**542.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings  
[LuOH3 's solution](#)

**543.**

2126B

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

Quality: 37,700 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[LuOH3 's solution](#)

**544.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,091 global accepts · Rating: 800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[LuOH3 's solution](#)

**545.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**546.**

1987A

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Quality: 28,993 global accepts · Rating: 800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**547.**

1983A

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

Quality: 28,116 global accepts · Rating: 800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**548.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,957 global accepts · Rating: 800 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[LuOH3 's solution](#)

**549.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,252 global accepts · Rating: 800 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[LuOH3 's solution](#)

**550.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LuOH3 's solution](#)

**551.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[LuOH3 's solution](#)

**552.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,913 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**553.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,385 global accepts · Rating: 800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[LuOH3 's solution](#)

**554.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**555.**

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**556.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[LuOH3 's solution](#)

**557.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[LuOH3 's solution](#)

**558.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**559.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,645 global accepts · Rating: 800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**560.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,943 global accepts · Rating: 800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**561.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,922 global accepts · Rating: 800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**562.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,694 global accepts · Rating: 800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**563.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[LuOH3 's solution](#)

**564.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[LuOH3 's solution](#)

**565.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,615 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[LuOH3 's solution](#)

**566.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,109 global accepts · Rating: 800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings  
[LuOH3 's solution](#)

**567.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[LuOH3 's solution](#)

**568.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[LuOH3 's solution](#)

**569.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[LuOH3 's solution](#)

**570.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,268 global accepts · Rating: 800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[LuOH3 's solution](#)

**571.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[LuOH3 's solution](#)

**572.**

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[LuOH3 's solution](#)

**573.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,268 global accepts · Rating: 800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[LuOH3 's solution](#)

**574.**

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,329 global accepts · Rating: 800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[LuOH3 's solution](#)

**575.**

2008C

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

Quality: 36,483 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[LuOH3 's solution](#)

**576.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,957 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings  
[LuOH3 's solution](#)

**577.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,792 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**578.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,227 global accepts · Rating: 800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**579.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,972 global accepts · Rating: 800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[LuOH3 's solution](#)

**580.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,497 global accepts · Rating: 800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[LuOH3 's solution](#)

**581.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,286 global accepts · Rating: 800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[LuOH3 's solution](#)

**582.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**583.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**584.**

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**585.**

2014B

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

Quality: 33,194 global accepts · Rating: 800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**586.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,711 global accepts · Rating: 800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**587.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[LuOH3 's solution](#)

**588.**

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[LuOH3 's solution](#)

**589.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[LuOH3 's solution](#)

**590.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,171 global accepts · Rating: 800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**591.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**592.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**593.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[LuOH3 's solution](#)

**594.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[LuOH3 's solution](#)

**595.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LuOH3 's solution](#)

**596.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[LuOH3 's solution](#)

**597.**

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**598.**

2033A

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

Quality: 41,164 global accepts · Rating: 800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[LuOH3 's solution](#)

**599.**

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,976 global accepts · Rating: 800 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[LuOH3 's solution](#)

**600.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[LuOH3 's solution](#)

**601.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**602.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,207 global accepts · Rating: 800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[LuOH3 's solution](#)

**603.**

2032A

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Quality: 24,700 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[LuOH3 's solution](#)

**604.**

2110A

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Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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**605.**

2036B

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Quality: 29,744 global accepts · Rating: 800 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**606.**

2036A

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**607.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**608.**

2031A

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2037B

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2037A

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2039A

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2109A

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2034A

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## 614.

2042A

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## 615.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

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[LuOH3 's solution](#)

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2050A

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Quality: 36,460 global accepts · Rating: 800 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

## 617.

2040A

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## 618.

2044C

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Quality: 45,273 global accepts · Rating: 800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**619.**

2044B

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Quality: 51,980 global accepts · Rating: 800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
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**620.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,218 global accepts · Rating: 800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[LuOH3 's solution](#)

**621.**

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
[LuOH3 's solution](#)

**622.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[LuOH3 's solution](#)

**623.**

2051B

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Quality: 39,761 global accepts · Rating: 800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[LuOH3 's solution](#)

**624.**

2051A

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

Quality: 35,181 global accepts · Rating: 800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[LuOH3 's solution](#)

**625.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[LuOH3 's solution](#)

**626.**

2053A

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Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math  
[LuOH3 's solution](#)

**627.**

2107A

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Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
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**628.**

2057A

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Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**629.**

2108A

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

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[LuOH3 's solution](#)

**630.**

2055A

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**631.**

2056A

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Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**632.**

2104A

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Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math

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**633.**

2060A

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**634.**

2098A

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[LuOH3 's solution](#)

**635.**

2106A

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**636.**

2061A

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

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**637.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

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**638.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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**639.**

2062A

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**640.**

2059A

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**641.**

2096A

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**642.**

2065B

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[LuOH3 's solution](#)

**643.**

2065A

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

Quality: 55,636 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

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**644.**

2067A

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**645.**

2064A

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**646.**

2069A

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**647.**

2094B

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**648.**

2094A

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**649.**

2072A

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**650.**

2070A

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**651.**

2071A

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Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**652.**

2078A

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**653.**

2074B

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2074A

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2093A

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[LuOH3 's solution](#)

**656.**

2075A

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**657.**

2084A

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Quality: 17,432 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**658.**

2090A

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2086A

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2091B

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**661.**

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**662.**

2092A

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**663.**

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**664.**

2200C

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2195B

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**666.**

2178B

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2185C

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2157B

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2171B

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2166B

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**671.**

2169A

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2148C

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2140B

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**675.**

2137B

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**676.**

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**677.**

1985D

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2132B

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**679.**

2125B

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**680.**

1992C

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Quality: 26,452 global accepts · Rating: 900 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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1988A

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**683.**

1990A

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Quality: 26,869 global accepts · Rating: 900 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings  
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**684.**

2007B

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Quality: 25,605 global accepts · Rating: 900 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
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**685.**

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
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**686.**

2013B

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

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**687.**

2033B

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**688.**

2035B

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**689.**

2026A

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Quality: 20,265 global accepts · Rating: 900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[LuOH3 's solution](#)

**690.**

2114B

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Quality: 30,502 global accepts · Rating: 900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**691.**

2110B

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Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: strings  
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**692.**

2028A

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Quality: 20,309 global accepts · Rating: 900 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
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**693.**

2031B

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Quality: 20,786 global accepts · Rating: 900 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[LuOH3 's solution](#)

**694.**

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
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**695.**

2047B

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**696.**

2102B

[The Picky Cat](#) · [Tutorial](#)

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**697.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,468 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**698.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**699.**

2060C

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**700.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,383 global accepts · Rating: 900 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[LuOH3 's solution](#)

**701.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[LuOH3 's solution](#)

**702.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math  
[LuOH3 's solution](#)

**703.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[LuOH3 's solution](#)

**704.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**705.**

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LuOH3 's solution](#)

**706.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,406 global accepts · Rating: 1000 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**707.**

2203B

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

Quality: 14,303 global accepts · Rating: 1000 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[LuOH3 's solution](#)

**708.**

2192B

[Flipping Binary String](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1000 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[LuOH3 's solution](#)

**709.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1000 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[LuOH3 's solution](#)

**710.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,018 global accepts · Rating: 1000 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**711.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,721 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LuOH3 's solution](#)

**712.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,914 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[LuOH3 's solution](#)

**713.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1000 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[LuOH3 's solution](#)

**714.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[LuOH3 's solution](#)

**715.**

2167D

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

Quality: 30,209 global accepts · Rating: 1000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[LuOH3 's solution](#)

**716.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[LuOH3 's solution](#)

**717.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**718.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1000 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[LuOH3 's solution](#)

**719.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,553 global accepts · Rating: 1000 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**720.**

2147B

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

Quality: 16,969 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**721.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,916 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[LuOH3 's solution](#)

**722.**

2144B

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

Quality: 18,471 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**723.**

2148D

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

Quality: 26,750 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[LuOH3 's solution](#)

**724.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,434 global accepts · Rating: 1000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[LuOH3 's solution](#)

**725.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,110 global accepts · Rating: 1000 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**726.**

2132C1

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

Quality: 27,738 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**727.**

1986B

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

Quality: 30,133 global accepts · Rating: 1000 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[LuOH3 's solution](#)

**728.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**729.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**730.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,749 global accepts · Rating: 1000 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[LuOH3 's solution](#)

**731.**

2123C

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

Quality: 30,887 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[LuOH3 's solution](#)

**732.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[LuOH3 's solution](#)

**733.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[LuOH3 's solution](#)

**734.**

2000C

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

Quality: 31,428 global accepts · Rating: 1000 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[LuOH3 's solution](#)

**735.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[LuOH3 's solution](#)

**736.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry  
[LuOH3 's solution](#)

**737.**

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[LuOH3 's solution](#)

**738.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,894 global accepts · Rating: 1000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[LuOH3 's solution](#)

**739.**

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,532 global accepts · Rating: 1000 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[LuOH3 's solution](#)

**740.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[LuOH3 's solution](#)

**741.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[LuOH3 's solution](#)

**742.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 1000 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[LuOH3 's solution](#)

**743.**

2051C

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

Quality: 28,013 global accepts · Rating: 1000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[LuOH3 's solution](#)

**744.**

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[LuOH3 's solution](#)

**745.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[LuOH3 's solution](#)

**746.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[LuOH3 's solution](#)

**747.**

2060B

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

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**748.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[LuOH3 's solution](#)

**749.**

2093C

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

Quality: 30,846 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**750.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1000 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[LuOH3 's solution](#)

**751.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,838 global accepts · Rating: 1000 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**752.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[LuOH3 's solution](#)

**753.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,639 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[LuOH3 's solution](#)

**754.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,680 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[LuOH3 's solution](#)

**755.**

2195C

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

Quality: 20,539 global accepts · Rating: 1100 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LuOH3 's solution](#)

**756.**

2197B

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

Quality: 15,902 global accepts · Rating: 1100 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[LuOH3 's solution](#)

**757.**

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**758.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,577 global accepts · Rating: 1100 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[LuOH3 's solution](#)

**759.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1100 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[LuOH3 's solution](#)

**760.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,860 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[LuOH3 's solution](#)

**761.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,111 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**762.**

2179C

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

Quality: 22,304 global accepts · Rating: 1100 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory, sortings

[LuOH3 's solution](#)

**763.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,133 global accepts · Rating: 1100 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LuOH3 's solution](#)

**764.**

2171C1

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

Quality: 19,243 global accepts · Rating: 1100 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[LuOH3 's solution](#)

**765.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**766.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1100 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LuOH3 's solution](#)

**767.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,762 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**768.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[LuOH3 's solution](#)

**769.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**770.**

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LuOH3 's solution](#)

**771.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[LuOH3 's solution](#)

**772.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**773.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1100 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[LuOH3 's solution](#)

**774.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,397 global accepts · Rating: 1100 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**775.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,625 global accepts · Rating: 1100 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**776.**

2125C

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

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[LuOH3 's solution](#)

**777.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,022 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[LuOH3 's solution](#)

**778.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**779.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,283 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**780.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**781.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[LuOH3 's solution](#)

**782.**

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LuOH3 's solution](#)

**783.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[LuOH3 's solution](#)

**784.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[LuOH3 's solution](#)

**785.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**786.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,676 global accepts · Rating: 1100 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[LuOH3 's solution](#)

**787.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[LuOH3 's solution](#)

**788.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,120 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[LuOH3 's solution](#)

**789.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[LuOH3 's solution](#)

**790.**

2009C

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

Quality: 33,013 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**791.**

2014C

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

Quality: 27,458 global accepts · Rating: 1100 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LuOH3 's solution](#)

**792.**

2025B

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

Quality: 19,617 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LuOH3 's solution](#)

**793.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[LuOH3 's solution](#)

**794.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,440 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[LuOH3 's solution](#)

**795.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[LuOH3 's solution](#)

**796.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[LuOH3 's solution](#)

**797.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[LuOH3 's solution](#)

**798.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**799.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,202 global accepts · Rating: 1100 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**800.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[LuOH3 's solution](#)

**801.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1100 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[LuOH3 's solution](#)

**802.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LuOH3 's solution](#)

**803.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**804.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[LuOH3 's solution](#)

**805.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,388 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[LuOH3 's solution](#)

**806.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**807.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[LuOH3 's solution](#)

**808.**

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LuOH3 's solution](#)

**809.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**810.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[LuOH3 's solution](#)

**811.**

2065C1

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

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[LuOH3 's solution](#)

**812.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[LuOH3 's solution](#)

**813.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,864 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[LuOH3 's solution](#)

**814.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[LuOH3 's solution](#)

**815.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**816.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,316 global accepts · Rating: 1100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[LuOH3 's solution](#)

**817.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[LuOH3 's solution](#)

**818.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[LuOH3 's solution](#)

**819.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[LuOH3 's solution](#)

**820.**

2202B

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

Quality: 11,149 global accepts · Rating: 1200 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[LuOH3 's solution](#)

**821.**

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[LuOH3 's solution](#)

**822.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[LuOH3 's solution](#)

**823.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LuOH3 's solution](#)

**824.**

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: games

[LuOH3 's solution](#)

**825.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[LuOH3 's solution](#)

**826.**

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[LuOH3 's solution](#)

**827.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,951 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LuOH3 's solution](#)

**828.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,292 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**829.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,561 global accepts · Rating: 1200 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[LuOH3 's solution](#)

**830.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: strings

[LuOH3 's solution](#)

**831.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,071 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[LuOH3 's solution](#)

**832.**

2137D

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

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**833.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,187 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[LuOH3 's solution](#)

**834.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[LuOH3 's solution](#)

**835.**

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[LuOH3 's solution](#)

**836.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,682 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[LuOH3 's solution](#)

**837.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[LuOH3 's solution](#)

**838.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**839.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[LuOH3 's solution](#)

**840.**

1982B

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

Quality: 19,757 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[LuOH3 's solution](#)

**841.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[LuOH3 's solution](#)

**842.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,318 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[LuOH3 's solution](#)

**843.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LuOH3 's solution](#)

**844.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**845.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[LuOH3 's solution](#)

**846.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,867 global accepts · Rating: 1200 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**847.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[LuOH3 's solution](#)

**848.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,309 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[LuOH3 's solution](#)

**849.**

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[LuOH3 's solution](#)

**850.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[LuOH3 's solution](#)

**851.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,840 global accepts · Rating: 1200 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[LuOH3 's solution](#)

**852.**

2003C

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

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LuOH3 's solution](#)

**853.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,748 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LuOH3 's solution](#)

**854.**

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[LuOH3 's solution](#)

**855.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**856.**

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**857.**

2019B

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

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**858.**

2020B

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

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[LuOH3 's solution](#)

**859.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[LuOH3 's solution](#)

**860.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[LuOH3 's solution](#)

**861.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LuOH3 's solution](#)

**862.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[LuOH3 's solution](#)

**863.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[LuOH3 's solution](#)

**864.**

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[LuOH3 's solution](#)

**865.**

2050C

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

Quality: 25,006 global accepts · Rating: 1200 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[LuOH3 's solution](#)

**866.**

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[LuOH3 's solution](#)

**867.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,922 global accepts · Rating: 1200 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[LuOH3 's solution](#)

**868.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,980 global accepts · Rating: 1200 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[LuOH3 's solution](#)

**869.**

2056C

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

Quality: 19,438 global accepts · Rating: 1200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[LuOH3 's solution](#)

**870.**

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[LuOH3 's solution](#)

**871.**

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[LuOH3 's solution](#)

**872.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1200 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[LuOH3 's solution](#)

**873.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices  
[LuOH3 's solution](#)

**874.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[LuOH3 's solution](#)

**875.**

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[LuOH3 's solution](#)

**876.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[LuOH3 's solution](#)

**877.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,495 global accepts · Rating: 1200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[LuOH3 's solution](#)

**878.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[LuOH3 's solution](#)

**879.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,116 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[LuOH3 's solution](#)

**880.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LuOH3 's solution](#)

**881.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,791 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**882.**

2202C1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy

[LuOH3 's solution](#)

**883.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LuOH3 's solution](#)

**884.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[LuOH3 's solution](#)

**885.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[LuOH3 's solution](#)

**886.**

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**887.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,206 global accepts · Rating: 1300 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

[LuOH3 's solution](#)

**888.**

2189C1

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

Quality: 13,902 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[LuOH3 's solution](#)

**889.**

2179D

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

Quality: 13,515 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**890.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**891.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LuOH3 's solution](#)

**892.**

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[LuOH3 's solution](#)

**893.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[LuOH3 's solution](#)

**894.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[LuOH3 's solution](#)

**895.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,161 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[LuOH3 's solution](#)

**896.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,404 global accepts · Rating: 1300 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[LuOH3 's solution](#)

**897.**

2152B

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

Quality: 12,856 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: games

[LuOH3 's solution](#)

**898.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LuOH3 's solution](#)

**899.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[LuOH3 's solution](#)

**900.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LuOH3 's solution](#)

**901.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LuOH3 's solution](#)

**902.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,437 global accepts · Rating: 1300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[LuOH3 's solution](#)

**903.**

1980C

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

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**904.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LuOH3 's solution](#)

**905.**

2130C

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

Rating: 1300 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[LuOH3 's solution](#)

**906.**

2127B

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

Quality: 13,495 global accepts · Rating: 1300 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[LuOH3 's solution](#)

**907.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[LuOH3 's solution](#)

**908.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LuOH3 's solution](#)

**909.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LuOH3 's solution](#)

**910.**

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LuOH3 's solution](#)

**911.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[LuOH3 's solution](#)

**912.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[LuOH3 's solution](#)

**913.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[LuOH3 's solution](#)

**914.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,207 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[LuOH3 's solution](#)

**915.**

2118C

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

Quality: 18,480 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[LuOH3 's solution](#)

**916.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**917.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1300 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LuOH3 's solution](#)

**918.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[LuOH3 's solution](#)

**919.**

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[LuOH3 's solution](#)

**920.**

2033D

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

Quality: 18,197 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[LuOH3 's solution](#)

**921.**

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[LuOH3 's solution](#)

**922.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[LuOH3 's solution](#)

**923.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,990 global accepts · Rating: 1300 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[LuOH3 's solution](#)

**924.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[LuOH3 's solution](#)

**925.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1300 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[LuOH3 's solution](#)

**926.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,980 global accepts · Rating: 1300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[LuOH3 's solution](#)

**927.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[LuOH3 's solution](#)

**928.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**929.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[LuOH3 's solution](#)

**930.**

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**931.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[LuOH3 's solution](#)

**932.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**933.**

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[LuOH3 's solution](#)

**934.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[LuOH3 's solution](#)

**935.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[LuOH3 's solution](#)

**936.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**937.**

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[LuOH3 's solution](#)

**938.**

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[LuOH3 's solution](#)

**939.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,650 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[LuOH3 's solution](#)

**940.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[LuOH3 's solution](#)

**941.**

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**942.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[LuOH3 's solution](#)

**943.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,067 global accepts · Rating: 1400 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[LuOH3 's solution](#)

**944.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[LuOH3 's solution](#)

**945.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**946.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[LuOH3 's solution](#)

**947.**

2171C2

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

Quality: 11,846 global accepts · Rating: 1400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[LuOH3 's solution](#)

**948.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[LuOH3 's solution](#)

**949.**

2156C

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

Quality: 12,287 global accepts · Rating: 1400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[LuOH3 's solution](#)

**950.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,545 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[LuOH3 's solution](#)

**951.**

2162D

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

Quality: 12,364 global accepts · Rating: 1400 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[LuOH3 's solution](#)

**952.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1400 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math  
[LuOH3 's solution](#)

**953.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,268 global accepts · Rating: 1400 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[LuOH3 's solution](#)

**954.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
[LuOH3 's solution](#)

**955.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,795 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive  
[LuOH3 's solution](#)

**956.**

2132C2

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

Quality: 13,338 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[LuOH3 's solution](#)

**957.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[LuOH3 's solution](#)

**958.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,123 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[LuOH3 's solution](#)

**959.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees  
[LuOH3 's solution](#)

**960.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers  
[LuOH3 's solution](#)

**961.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,020 global accepts · Rating: 1400 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)

**962.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)

**963.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[LuOH3 's solution](#)

**964.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LuOH3 's solution](#)

**965.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[LuOH3 's solution](#)

**966.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[LuOH3 's solution](#)

**967.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[LuOH3 's solution](#)

**968.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[LuOH3 's solution](#)

**969.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[LuOH3 's solution](#)

**970.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,775 global accepts · Rating: 1400 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[LuOH3 's solution](#)

**971.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[LuOH3 's solution](#)

**972.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[LuOH3 's solution](#)

**973.**

2020C

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

Quality: 18,299 global accepts · Rating: 1400 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[LuOH3 's solution](#)

**974.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 1400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[LuOH3 's solution](#)

**975.**

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,141 global accepts · Rating: 1400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[LuOH3 's solution](#)

**976.**

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 1400 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[LuOH3 's solution](#)

**977.**

2035C

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

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[LuOH3 's solution](#)

**978.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LuOH3 's solution](#)

**979.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[LuOH3 's solution](#)

**980.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[LuOH3 's solution](#)

**981.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,831 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[LuOH3 's solution](#)

**982.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math  
[LuOH3 's solution](#)

**983.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[LuOH3 's solution](#)

**984.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,247 global accepts · Rating: 1400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers  
[LuOH3 's solution](#)

**985.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[LuOH3 's solution](#)

**986.**

2098C

[Sports Betting](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[LuOH3 's solution](#)

**987.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,887 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings  
[LuOH3 's solution](#)

**988.**

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[LuOH3 's solution](#)

**989.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[LuOH3 's solution](#)

**990.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation  
[LuOH3 's solution](#)

**991.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[LuOH3 's solution](#)

**992.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[LuOH3 's solution](#)

**993.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LuOH3 's solution](#)

**994.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,038 global accepts · Rating: 1500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[LuOH3 's solution](#)

**995.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[LuOH3 's solution](#)

**996.**

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LuOH3 's solution](#)

**997.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[LuOH3 's solution](#)

**998.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,225 global accepts · Rating: 1500 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[LuOH3 's solution](#)

**999.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[LuOH3 's solution](#)

**1000.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[LuOH3 's solution](#)

**1001.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,256 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[LuOH3 's solution](#)

**1002.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 1500 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[LuOH3 's solution](#)**1003.**

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[LuOH3 's solution](#)**1004.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[LuOH3 's solution](#)**1005.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[LuOH3 's solution](#)**1006.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[LuOH3 's solution](#)**1007.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LuOH3 's solution](#)**1008.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[LuOH3 's solution](#)**1009.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,605 global accepts · Rating: 1500 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[LuOH3 's solution](#)**1010.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[LuOH3 's solution](#)**1011.**

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[LuOH3 's solution](#)

**1012.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[LuOH3 's solution](#)**1013.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[LuOH3 's solution](#)**1014.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LuOH3 's solution](#)**1015.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,901 global accepts · Rating: 1500 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LuOH3 's solution](#)**1016.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[LuOH3 's solution](#)**1017.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[LuOH3 's solution](#)**1018.**

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[LuOH3 's solution](#)**1019.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[LuOH3 's solution](#)**1020.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[LuOH3 's solution](#)**1021.**

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[LuOH3 's solution](#)

**1022.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,505 global accepts · Rating: 1500 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[LuOH3 's solution](#)

**1023.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,642 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[LuOH3 's solution](#)

**1024.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[LuOH3 's solution](#)

**1025.**

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[LuOH3 's solution](#)

**1026.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**1027.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[LuOH3 's solution](#)

**1028.**

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[LuOH3 's solution](#)

**1029.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[LuOH3 's solution](#)

**1030.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,733 global accepts · Rating: 1500 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[LuOH3 's solution](#)

**1031.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[LuOH3 's solution](#)

### 1032.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[LuOH3 's solution](#)

### 1033.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[LuOH3 's solution](#)

### 1034.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[LuOH3 's solution](#)

### 1035.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[LuOH3 's solution](#)

### 1036.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[LuOH3 's solution](#)

### 1037.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[LuOH3 's solution](#)

### 1038.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[LuOH3 's solution](#)

### 1039.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[LuOH3 's solution](#)

### 1040.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LuOH3 's solution](#)

### 1041.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LuOH3 's solution](#)

**1042.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[LuOH3 's solution](#)

**1043.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,502 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LuOH3 's solution](#)

**1044.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[LuOH3 's solution](#)

**1045.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,129 global accepts · Rating: 1600 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[LuOH3 's solution](#)

**1046.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[LuOH3 's solution](#)

**1047.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[LuOH3 's solution](#)

**1048.**

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1600 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[LuOH3 's solution](#)

**1049.**

2162E

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

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[LuOH3 's solution](#)

**1050.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[LuOH3 's solution](#)

**1051.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[LuOH3 's solution](#)

**1052.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[LuOH3 's solution](#)

**1053.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[LuOH3 's solution](#)

**1054.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,293 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[LuOH3 's solution](#)

**1055.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[LuOH3 's solution](#)

**1056.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[LuOH3 's solution](#)

**1057.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,541 global accepts · Rating: 1600 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[LuOH3 's solution](#)

**1058.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[LuOH3 's solution](#)

**1059.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[LuOH3 's solution](#)

**1060.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[LuOH3 's solution](#)

**1061.**

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[LuOH3 's solution](#)

**1062.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[LuOH3 's solution](#)

**1063.**

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[LuOH3 's solution](#)

**1064.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,373 global accepts · Rating: 1600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[LuOH3 's solution](#)

**1065.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[LuOH3 's solution](#)

**1066.**

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[LuOH3 's solution](#)

**1067.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[LuOH3 's solution](#)

**1068.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[LuOH3 's solution](#)

**1069.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[LuOH3 's solution](#)

**1070.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[LuOH3 's solution](#)

**1071.**

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[LuOH3 's solution](#)

**1072.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[LuOH3 's solution](#)

**1073.**

2063C

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

Quality: 14,644 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[LuOH3 's solution](#)

**1074.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[LuOH3 's solution](#)

**1075.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[LuOH3 's solution](#)

**1076.**

2065E

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

Quality: 11,973 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[LuOH3 's solution](#)

**1077.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,414 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LuOH3 's solution](#)

**1078.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[LuOH3 's solution](#)

**1079.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[LuOH3 's solution](#)

**1080.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[LuOH3 's solution](#)

**1081.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**1082.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[LuOH3 's solution](#)

**1083.**

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[LuOH3 's solution](#)

**1084.**

2202D

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

Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LuOH3 's solution](#)

**1085.**

2202C2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy

[LuOH3 's solution](#)

**1086.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**1087.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,012 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[LuOH3 's solution](#)

**1088.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**1089.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1700 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[LuOH3 's solution](#)

**1090.**

2160D

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

Rating: 1700 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[LuOH3 's solution](#)

**1091.**

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[LuOH3 's solution](#)

**1092.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[LuOH3 's solution](#)

**1093.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[LuOH3 's solution](#)

**1094.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[LuOH3 's solution](#)

**1095.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[LuOH3 's solution](#)

**1096.**

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[LuOH3 's solution](#)

**1097.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[LuOH3 's solution](#)

**1098.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[LuOH3 's solution](#)

**1099.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[LuOH3 's solution](#)

**1100.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[LuOH3 's solution](#)

**1101.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,759 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[LuOH3 's solution](#)

## 1102.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[LuOH3 's solution](#)

## 1103.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[LuOH3 's solution](#)

## 1104.

1999G2

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

Quality: 11,030 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[LuOH3 's solution](#)

## 1105.

2123F

### [Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[LuOH3 's solution](#)

## 1106.

2112D

### [Reachability and Tree](#) · [Tutorial](#)

Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[LuOH3 's solution](#)

## 1107.

2007D

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

Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[LuOH3 's solution](#)

## 1108.

2009F

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

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[LuOH3 's solution](#)

## 1109.

2113C

### [Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[LuOH3 's solution](#)

## 1110.

2118D1

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

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[LuOH3 's solution](#)

## 1111.

2018C

### [Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[LuOH3 's solution](#)

**1112.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[LuOH3 's solution](#)

**1113.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[LuOH3 's solution](#)

**1114.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[LuOH3 's solution](#)

**1115.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[LuOH3 's solution](#)

**1116.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[LuOH3 's solution](#)

**1117.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[LuOH3 's solution](#)

**1118.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LuOH3 's solution](#)

**1119.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[LuOH3 's solution](#)

**1120.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[LuOH3 's solution](#)

**1121.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[LuOH3 's solution](#)

### 1122.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[LuOH3 's solution](#)

### 1123.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[LuOH3 's solution](#)

### 1124.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[LuOH3 's solution](#)

### 1125.

2065G

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

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[LuOH3 's solution](#)

### 1126.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[LuOH3 's solution](#)

### 1127.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[LuOH3 's solution](#)

### 1128.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,447 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[LuOH3 's solution](#)

### 1129.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[LuOH3 's solution](#)

### 1130.

2090D

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

Rating: 1700 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[LuOH3 's solution](#)

### 1131.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy,

implementation, sortings

[LuOH3 's solution](#)

**1132.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[LuOH3 's solution](#)

**1133.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[LuOH3 's solution](#)

**1134.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LuOH3 's solution](#)

**1135.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[LuOH3 's solution](#)

**1136.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 1800 · first AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[LuOH3 's solution](#)

**1137.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[LuOH3 's solution](#)

**1138.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,309 global accepts · Rating: 1800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[LuOH3 's solution](#)

**1139.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[LuOH3 's solution](#)

**1140.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LuOH3 's solution](#)

**1141.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[LuOH3 's solution](#)

**1142.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[LuOH3 's solution](#)

**1143.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,000 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[LuOH3 's solution](#)

**1144.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LuOH3 's solution](#)

**1145.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[LuOH3 's solution](#)

**1146.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[LuOH3 's solution](#)

**1147.**

2127D

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

Quality: 6,198 global accepts · Rating: 1800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LuOH3 's solution](#)

**1148.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[LuOH3 's solution](#)

**1149.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[LuOH3 's solution](#)

**1150.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[LuOH3 's solution](#)

**1151.**

2007E

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

Rating: 1800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[LuOH3 's solution](#)

**1152.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[LuOH3 's solution](#)

**1153.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[LuOH3 's solution](#)

**1154.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,126 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[LuOH3 's solution](#)

**1155.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[LuOH3 's solution](#)

**1156.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,727 global accepts · Rating: 1800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[LuOH3 's solution](#)

**1157.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[LuOH3 's solution](#)

**1158.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[LuOH3 's solution](#)

**1159.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[LuOH3 's solution](#)

**1160.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[LuOH3 's solution](#)

**1161.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[LuOH3 's solution](#)

**1162.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[LuOH3 's solution](#)

**1163.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[LuOH3 's solution](#)

**1164.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[LuOH3 's solution](#)

**1165.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LuOH3 's solution](#)

**1166.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[LuOH3 's solution](#)

**1167.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[LuOH3 's solution](#)

**1168.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LuOH3 's solution](#)

**1169.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[LuOH3 's solution](#)

**1170.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[LuOH3 's solution](#)

**1171.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[LuOH3 's solution](#)

**1172.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy  
[LuOH3 's solution](#)

**1173.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp  
[LuOH3 's solution](#)

**1174.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[LuOH3 's solution](#)

**1175.**

2200F

[Moouclear Reactor 2](#) · [Tutorial](#)

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[LuOH3 's solution](#)

**1176.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
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**1177.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
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**1178.**

2180C

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Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
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**1179.**

2157E

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Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
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**1180.**

2156D

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Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
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**1181.**

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers  
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**1182.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

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**1183.**

2148G

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**1184.**

2139D

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Rating: 1900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
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**1185.**

2137F

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**1186.**

1980F1

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Quality: 4,393 global accepts · Rating: 1900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings  
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**1187.**

2133D

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**1188.**

1986F

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**1189.**

2128E1

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**1190.**

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, strings  
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**1191.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
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**1192.**

1989D

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Quality: 7,101 global accepts · Rating: 1900 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[LuOH3 's solution](#)

**1193.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,411 global accepts · Rating: 1900 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[LuOH3 's solution](#)

**1194.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[LuOH3 's solution](#)

**1195.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LuOH3 's solution](#)

**1196.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[LuOH3 's solution](#)

**1197.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[LuOH3 's solution](#)

**1198.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[LuOH3 's solution](#)

**1199.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[LuOH3 's solution](#)

**1200.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[LuOH3 's solution](#)

**1201.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[LuOH3 's solution](#)

**1202.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

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**1203.**

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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**1204.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,688 global accepts · Rating: 1900 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[LuOH3 's solution](#)

**1205.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[LuOH3 's solution](#)

**1206.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[LuOH3 's solution](#)

**1207.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[LuOH3 's solution](#)

**1208.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[LuOH3 's solution](#)

**1209.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[LuOH3 's solution](#)

**1210.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[LuOH3 's solution](#)

**1211.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[LuOH3 's solution](#)

### 1212.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[LuOH3 's solution](#)

### 1213.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[LuOH3 's solution](#)

### 1214.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[LuOH3 's solution](#)

### 1215.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[LuOH3 's solution](#)

### 1216.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[LuOH3 's solution](#)

### 1217.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[LuOH3 's solution](#)

### 1218.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[LuOH3 's solution](#)

### 1219.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[LuOH3 's solution](#)

### 1220.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[LuOH3 's solution](#)

**1221.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math  
[LuOH3 's solution](#)

**1222.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths  
[LuOH3 's solution](#)

**1223.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[LuOH3 's solution](#)

**1224.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers  
[LuOH3 's solution](#)

**1225.**

2094H

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Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory  
[LuOH3 's solution](#)

**1226.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math  
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**1227.**

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers  
[LuOH3 's solution](#)

**1228.**

2090E1

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

Rating: 1900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, two pointers  
[LuOH3 's solution](#)

**1229.**

2201C

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Quality: 1,994 global accepts · Rating: 2000 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy  
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**1230.**

2195F

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2178E

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**1232.**

2171E

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**1233.**

2154C2

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Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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**1234.**

2146D2

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Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

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**1235.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[LuOH3 's solution](#)

**1236.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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**1237.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[LuOH3 's solution](#)

**1238.**

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[LuOH3 's solution](#)

**1239.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

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**1240.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,608 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**1241.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[LuOH3 's solution](#)

**1242.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LuOH3 's solution](#)

**1243.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[LuOH3 's solution](#)

**1244.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[LuOH3 's solution](#)

**1245.**

2014F

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Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**1246.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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**1247.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[LuOH3 's solution](#)

**1248.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[LuOH3 's solution](#)

**1249.**

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[LuOH3 's solution](#)

**1250.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[LuOH3 's solution](#)

**1251.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[LuOH3 's solution](#)**1252.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[LuOH3 's solution](#)**1253.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[LuOH3 's solution](#)**1254.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[LuOH3 's solution](#)**1255.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[LuOH3 's solution](#)**1256.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[LuOH3 's solution](#)**1257.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[LuOH3 's solution](#)**1258.**

2096D

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

Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[LuOH3 's solution](#)**1259.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[LuOH3 's solution](#)**1260.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs,

math

[LuOH3 's solution](#)

**1261.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[LuOH3 's solution](#)

**1262.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2100 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[LuOH3 's solution](#)

**1263.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[LuOH3 's solution](#)

**1264.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[LuOH3 's solution](#)

**1265.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[LuOH3 's solution](#)

**1266.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LuOH3 's solution](#)

**1267.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[LuOH3 's solution](#)

**1268.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[LuOH3 's solution](#)

**1269.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[LuOH3 's solution](#)

**1270.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[LuOH3 's solution](#)

**1271.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[LuOH3 's solution](#)

**1272.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[LuOH3 's solution](#)

**1273.**

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LuOH3 's solution](#)

**1274.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[LuOH3 's solution](#)

**1275.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LuOH3 's solution](#)

**1276.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[LuOH3 's solution](#)

**1277.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[LuOH3 's solution](#)

**1278.**

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[LuOH3 's solution](#)

**1279.**

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[LuOH3 's solution](#)

**1280.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[LuOH3 's solution](#)

**1281.**

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu, graphs

[LuOH3 's solution](#)

**1282.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[LuOH3 's solution](#)

**1283.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[LuOH3 's solution](#)

**1284.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[LuOH3 's solution](#)

**1285.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[LuOH3 's solution](#)

**1286.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[LuOH3 's solution](#)

**1287.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[LuOH3 's solution](#)

**1288.**

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[LuOH3 's solution](#)

**1289.**

2118D2

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

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, dfs and similar, dp, graphs, implementation, math, number theory

[LuOH3 's solution](#)

**1290.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[LuOH3 's solution](#)

**1291.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[LuOH3 's solution](#)

**1292.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[LuOH3 's solution](#)

**1293.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[LuOH3 's solution](#)

**1294.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[LuOH3 's solution](#)

**1295.**

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[LuOH3 's solution](#)

**1296.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[LuOH3 's solution](#)

**1297.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[LuOH3 's solution](#)

**1298.**

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[LuOH3 's solution](#)

**1299.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[LuOH3 's solution](#)

### 1300.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[LuOH3 's solution](#)

### 1301.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[LuOH3 's solution](#)

### 1302.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[LuOH3 's solution](#)

### 1303.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[LuOH3 's solution](#)

### 1304.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[LuOH3 's solution](#)

### 1305.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[LuOH3 's solution](#)

### 1306.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[LuOH3 's solution](#)

### 1307.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[LuOH3 's solution](#)

### 1308.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[LuOH3 's solution](#)

**1309.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[LuOH3 's solution](#)

**1310.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[LuOH3 's solution](#)

**1311.**

2130E3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[LuOH3 's solution](#)

**1312.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[LuOH3 's solution](#)

**1313.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[LuOH3 's solution](#)

**1314.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[LuOH3 's solution](#)

**1315.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[LuOH3 's solution](#)

**1316.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search

[LuOH3 's solution](#)

**1317.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[LuOH3 's solution](#)

**1318.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[LuOH3 's solution](#)

**1319.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[LuOH3 's solution](#)

**1320.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[LuOH3 's solution](#)

**1321.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[LuOH3 's solution](#)

**1322.**

2098D

[Baggage Claim](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[LuOH3 's solution](#)

**1323.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[LuOH3 's solution](#)

**1324.**

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[LuOH3 's solution](#)

**1325.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LuOH3 's solution](#)

**1326.**

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[LuOH3 's solution](#)

**1327.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[LuOH3 's solution](#)

**1328.**

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[LuOH3 's solution](#)

**1329.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[LuOH3 's solution](#)

**1330.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LuOH3 's solution](#)

**1331.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[LuOH3 's solution](#)

**1332.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[LuOH3 's solution](#)

**1333.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[LuOH3 's solution](#)

**1334.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[LuOH3 's solution](#)

**1335.**

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, number theory

[LuOH3 's solution](#)

**1336.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[LuOH3 's solution](#)

**1337.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[LuOH3 's solution](#)

**1338.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics,

constructive algorithms, dfs and similar, dsu, graphs

[LuOH3 's solution](#)

**1339.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[LuOH3 's solution](#)

**1340.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[LuOH3 's solution](#)

**1341.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[LuOH3 's solution](#)

**1342.**

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[LuOH3 's solution](#)

**1343.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[LuOH3 's solution](#)

**1344.**

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LuOH3 's solution](#)

**1345.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[LuOH3 's solution](#)

**1346.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, interactive

[LuOH3 's solution](#)

**1347.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[LuOH3 's solution](#)

### 1348.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[LuOH3 's solution](#)

### 1349.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures

[LuOH3 's solution](#)