

Unique solved — Mango2011

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1.

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2182A

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2184A

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4.

2185B

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5.

1780A

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6.

2178A

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7.

2185A

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8.

2188A

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9.

2189A

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10.

2193B

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11.

2193A

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12.

2109A

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13.

2136A

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14.

2158A

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2191A

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2176A

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20.

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22.

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25.

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2167C

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29.

2149B

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30.

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32.

2153B

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2160A

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34.

2166A

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35.

2155A

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2167B

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2171A

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2172A

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44.

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2137A

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46.

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48.

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2152A

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50.

2148A

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51.

2107A

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52.

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53.

1759B

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54.

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56.

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2126A

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58.

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59.

2122A

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60.

2123B

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67.

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68.

2118A

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69.

1946A

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70.

2116A

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71.

2114A

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72.

2108A

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73.

2106A

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78.

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82.

734B

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83.

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84.

2070A

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85.

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86.

2037A

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89.

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90.

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2062A

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96.

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97.

16A

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98.

2039A

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2038J

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103.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Mango2011's solution](#)

104.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

105.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

106.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

107.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Mango2011's solution](#)

108.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,718 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

109.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mango2011's solution](#)

110.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

111.

1692C

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

Quality: 38,916 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

112.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,436 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

113.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,735 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

114.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Mango2011's solution](#)

115.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,332 global accepts · Rating: 800 · first AC: 2024-06-16 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Mango2011's solution](#)

116.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Mango2011's solution](#)

117.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

118.

1984A

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

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

[Mango2011's solution](#)

119.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Mango2011's solution](#)

120.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Mango2011's solution](#)

121.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,725 global accepts · Rating: 800 · first AC: 2023-03-01 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

122.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Mango2011's solution](#)

123.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

124.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Mango2011's solution](#)

125.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mango2011's solution](#)

126.

1925A

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

Quality: 31,146 global accepts · Rating: 800 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mango2011's solution](#)

127.

104921A

[Book](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

128.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

129.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

130.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

131.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Mango2011's solution](#)

132.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Mango2011's solution](#)

133.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

134.

1899A

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

Quality: 92,722 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Mango2011's solution](#)

135.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

136.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[Mango2011's solution](#)

137.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Mango2011's solution](#)

138.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Mango2011's solution](#)

139.

104637A

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

Rating: 800 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

140.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,307 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Mango2011's solution](#)

141.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

142.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

143.

1878A

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

Quality: 78,648 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

144.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,979 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

145.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,688 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Mango2011's solution](#)

146.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,389 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Mango2011's solution](#)

147.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

148.

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Mango2011's solution](#)

149.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,173 global accepts · Rating: 800 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Mango2011's solution](#)

150.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,329 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[Mango2011's solution](#)

151.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Mango2011's solution](#)

152.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Mango2011's solution](#)

153.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[Mango2011's solution](#)

154.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,455 global accepts · Rating: 800 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[Mango2011's solution](#)

155.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[Mango2011's solution](#)

156.

1108A

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

Quality: 23,353 global accepts · Rating: 800 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Mango2011's solution](#)

157.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Mango2011's solution](#)

158.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-09 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[Mango2011's solution](#)

159.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,012 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

160.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,690 global accepts · Rating: 800 · first AC: 2023-05-06 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

161.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,321 global accepts · Rating: 800 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Mango2011's solution](#)

162.

1353B

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

Quality: 58,120 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

163.

1353A

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

Quality: 44,585 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

164.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

165.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 800 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[Mango2011's solution](#)

166.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,910 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

167.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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

[Mango2011's solution](#)

168.

1855A

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

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

169.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

170.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,051 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Mango2011's solution](#)

171.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,375 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[Mango2011's solution](#)

172.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,538 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Mango2011's solution](#)

173.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,196 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[Mango2011's solution](#)

174.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[Mango2011's solution](#)

175.

1791C

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

Quality: 74,146 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[Mango2011's solution](#)

176.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,660 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[Mango2011's solution](#)

177.

1791A

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

Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-06-15 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Mango2011's solution](#)

178.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[Mango2011's solution](#)

179.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Mango2011's solution](#)

180.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Mango2011's solution](#)

181.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Mango2011's solution](#)

182.

1843C

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

Quality: 39,495 global accepts · Rating: 800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[Mango2011's solution](#)

183.

1845A

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

Quality: 47,338 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[Mango2011's solution](#)

184.

1843A

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

Quality: 37,308 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[Mango2011's solution](#)

185.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,645 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Mango2011's solution](#)

186.

1783A

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

Quality: 48,703 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[Mango2011's solution](#)

187.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,775 global accepts · Rating: 800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: math
[Mango2011's solution](#)

188.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Mango2011's solution](#)

189.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[Mango2011's solution](#)

190.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Mango2011's solution](#)

191.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Mango2011's solution](#)

192.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,605 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Mango2011's solution](#)

193.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

194.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

195.

61A

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

Quality: 136,201 global accepts · Rating: 800 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

196.

1831A

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

Quality: 46,291 global accepts · Rating: 800 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

197.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

198.

1837A

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

Quality: 54,825 global accepts · Rating: 800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

199.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,539 global accepts · Rating: 800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

200.

443A

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

Quality: 112,030 global accepts · Rating: 800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Mango2011's solution](#)

201.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,290 global accepts · Rating: 800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

202.

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mango2011's solution](#)

203.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,502 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

204.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Mango2011's solution](#)

205.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Mango2011's solution](#)

206.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Mango2011's solution](#)

207.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Mango2011's solution](#)

208.

486A

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

Quality: 154,125 global accepts · Rating: 800 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

209.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Mango2011's solution](#)

210.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

211.

110A

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

Quality: 199,479 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

212.

977A

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

Quality: 217,461 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

213.

546A

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

Quality: 235,185 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Mango2011's solution](#)

214.

266A

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

Quality: 244,527 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

215.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,985 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Mango2011's solution](#)

216.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mango2011's solution](#)

217.

59A

[Word](#) · [Tutorial](#)

Quality: 227,898 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

218.

791A

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

Quality: 257,190 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

219.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,927 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Mango2011's solution](#)

220.

1736A

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

Quality: 24,152 global accepts · Rating: 800 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Mango2011's solution](#)

221.

1030A

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

Quality: 171,445 global accepts · Rating: 800 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

222.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Mango2011's solution](#)

223.

281A

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

Quality: 270,954 global accepts · Rating: 800 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

224.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,310 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Mango2011's solution](#)

225.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,994 global accepts · Rating: 800 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[Mango2011's solution](#)

226.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Mango2011's solution](#)

227.

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Mango2011's solution](#)

228.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Mango2011's solution](#)

229.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Mango2011's solution](#)

230.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,705 global accepts · Rating: 800 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

231.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,440 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Mango2011's solution](#)

232.

112A

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

Quality: 287,214 global accepts · Rating: 800 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

233.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,949 global accepts · Rating: 800 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

234.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,225 global accepts · Rating: 800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

235.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,670 global accepts · Rating: 800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

236.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,431 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Mango2011's solution](#)

237.

231A

[Team](#) · [Tutorial](#)

Quality: 430,200 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Mango2011's solution](#)

238.

71A

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

Quality: 503,186 global accepts · Rating: 800 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Mango2011's solution](#)

239.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,494 global accepts · Rating: 900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

240.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,098 global accepts · Rating: 900 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

241.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,052 global accepts · Rating: 900 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

242.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

243.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Mango2011's solution](#)

244.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,462 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

245.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

246.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Mango2011's solution](#)

247.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Mango2011's solution](#)

248.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Mango2011's solution](#)

249.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Mango2011's solution](#)

250.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

251.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Mango2011's solution](#)

252.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mango2011's solution](#)

253.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

254.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Mango2011's solution](#)

255.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,668 global accepts · Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Mango2011's solution](#)

256.

1875A

[Jellyfish and Undertale](#) · [Tutorial](#)

Quality: 46,989 global accepts · Rating: 900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Mango2011's solution](#)

257.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,636 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[Mango2011's solution](#)

258.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,049 global accepts · Rating: 900 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

259.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

260.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Mango2011's solution](#)

261.

1856B

[Good Arrays](#) · [Tutorial](#)

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

[Mango2011's solution](#)

262.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,915 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Mango2011's solution](#)

263.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,797 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Mango2011's solution](#)

264.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Mango2011's solution](#)

265.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,845 global accepts · Rating: 900 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry

[Mango2011's solution](#)

266.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

267.

1593B

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

Quality: 40,640 global accepts · Rating: 900 · first AC: 2023-03-29 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Mango2011's solution](#)

268.

580A

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

Quality: 104,675 global accepts · Rating: 900 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Mango2011's solution](#)

269.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,468 global accepts · Rating: 900 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[Mango2011's solution](#)

270.

115A

[Party](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 900 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Mango2011's solution](#)

271.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2023-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Mango2011's solution](#)

272.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Mango2011's solution](#)

273.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,753 global accepts · Rating: 900 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Mango2011's solution](#)

274.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,464 global accepts · Rating: 900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Mango2011's solution](#)

275.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Mango2011's solution](#)

276.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,088 global accepts · Rating: 900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mango2011's solution](#)

277.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,693 global accepts · Rating: 900 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

278.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

279.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Mango2011's solution](#)

280.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

281.

2148D

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

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Mango2011's solution](#)

282.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

283.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math

[Mango2011's solution](#)

284.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

285.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

286.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Mango2011's solution](#)

287.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Mango2011's solution](#)

288.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Mango2011's solution](#)

289.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

290.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Mango2011's solution](#)

291.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Mango2011's solution](#)

292.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Mango2011's solution](#)

293.

1970A1

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

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-04 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Mango2011's solution](#)

294.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2023-03-04 · last AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mango2011's solution](#)

295.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

296.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

297.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

298.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,156 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

299.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

300.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mango2011's solution](#)

301.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-09 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Mango2011's solution](#)

302.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Mango2011's solution](#)

303.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[Mango2011's solution](#)

304.

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Mango2011's solution](#)

305.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Mango2011's solution](#)

306.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

307.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,266 global accepts · Rating: 1000 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

308.

1834B

[Maximum Strength](#) · [Tutorial](#)

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

[Mango2011's solution](#)

309.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,788 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[Mango2011's solution](#)

310.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,344 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

311.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2023-04-01 · last AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[Mango2011's solution](#)

312.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Mango2011's solution](#)

313.

727A

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

Quality: 18,021 global accepts · Rating: 1000 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[Mango2011's solution](#)

314.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Mango2011's solution](#)

315.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Mango2011's solution](#)

316.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Mango2011's solution](#)

317.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,406 global accepts · Rating: 1000 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

318.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

319.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[Mango2011's solution](#)

320.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Mango2011's solution](#)

321.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Mango2011's solution](#)

322.

1826B

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

Quality: 28,158 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Mango2011's solution](#)

323.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Mango2011's solution](#)

324.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[Mango2011's solution](#)

325.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Mango2011's solution](#)

326.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp
[Mango2011's solution](#)

327.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Mango2011's solution](#)

328.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Mango2011's solution](#)

329.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

330.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

331.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Mango2011's solution](#)

332.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Mango2011's solution](#)

333.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Mango2011's solution](#)

334.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mango2011's solution](#)

335.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

336.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 1100 · first AC: 2023-05-10 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Mango2011's solution](#)

337.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

338.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Mango2011's solution](#)

339.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,995 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Mango2011's solution](#)

340.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,777 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Mango2011's solution](#)

341.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[Mango2011's solution](#)

342.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mango2011's solution](#)

343.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

344.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Mango2011's solution](#)

345.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Mango2011's solution](#)

346.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,065 global accepts · Rating: 1100 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Mango2011's solution](#)

347.

706B

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

Quality: 84,426 global accepts · Rating: 1100 · first AC: 2023-03-11 · last AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[Mango2011's solution](#)

348.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[Mango2011's solution](#)

349.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Mango2011's solution](#)

350.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

351.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Mango2011's solution](#)

352.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

353.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

354.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

355.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

356.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

357.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Mango2011's solution](#)

358.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mango2011's solution](#)

359.

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Mango2011's solution](#)

360.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Mango2011's solution](#)

361.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Mango2011's solution](#)

362.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Mango2011's solution](#)

363.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Mango2011's solution](#)

364.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Mango2011's solution](#)

365.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Mango2011's solution](#)

366.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mango2011's solution](#)

367.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Mango2011's solution](#)

368.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Mango2011's solution](#)

369.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

370.

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Mango2011's solution](#)

371.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2023-03-18 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Mango2011's solution](#)

372.

1853B

[Fibonacci's](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[Mango2011's solution](#)

373.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Mango2011's solution](#)

374.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation
[Mango2011's solution](#)

375.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Mango2011's solution](#)

376.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory
[Mango2011's solution](#)

377.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Mango2011's solution](#)

378.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,530 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[Mango2011's solution](#)

379.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Mango2011's solution](#)

380.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[Mango2011's solution](#)

381.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[Mango2011's solution](#)

382.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation
[Mango2011's solution](#)

383.

492B

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

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings
[Mango2011's solution](#)

384.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
[Mango2011's solution](#)

385.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[Mango2011's solution](#)

386.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Mango2011's solution](#)

387.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Mango2011's solution](#)

388.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[Mango2011's solution](#)

389.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Mango2011's solution](#)

390.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Mango2011's solution](#)

391.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Mango2011's solution](#)

392.

1978C

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

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2024-06-16 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Mango2011's solution](#)

393.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mango2011's solution](#)

394.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

395.

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Mango2011's solution](#)

396.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,429 global accepts · Rating: 1300 · first AC: 2024-05-31 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Mango2011's solution](#)

397.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-10 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Mango2011's solution](#)

398.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

399.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Mango2011's solution](#)

400.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Mango2011's solution](#)

401.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Mango2011's solution](#)

402.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Mango2011's solution](#)

403.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Mango2011's solution](#)

404.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,846 global accepts · Rating: 1300 · first AC: 2023-05-10 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[Mango2011's solution](#)

405.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,318 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Mango2011's solution](#)

406.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Mango2011's solution](#)

407.

459B

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

Quality: 47,485 global accepts · Rating: 1300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, sortings

[Mango2011's solution](#)

408.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Mango2011's solution](#)

409.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,871 global accepts · Rating: 1300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Mango2011's solution](#)

410.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1300 · first AC: 2023-05-31 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

411.

1373C

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

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mango2011's solution](#)

412.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Mango2011's solution](#)

413.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2023-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Mango2011's solution](#)

414.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Mango2011's solution](#)

415.

4C

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

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Mango2011's solution](#)

416.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Mango2011's solution](#)

417.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Mango2011's solution](#)

418.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Mango2011's solution](#)

419.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1400 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

420.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Mango2011's solution](#)

421.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Mango2011's solution](#)

422.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Mango2011's solution](#)

423.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Mango2011's solution](#)

424.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Mango2011's solution](#)

425.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Mango2011's solution](#)

426.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Mango2011's solution](#)

427.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Mango2011's solution](#)

428.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Mango2011's solution](#)

429.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Mango2011's solution](#)

430.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

431.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Mango2011's solution](#)

432.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags:

implementation, math
[Mango2011's solution](#)

433.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Mango2011's solution](#)

434.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory
[Mango2011's solution](#)

435.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Mango2011's solution](#)

436.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-05-04 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: games
[Mango2011's solution](#)

437.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[Mango2011's solution](#)

438.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Mango2011's solution](#)

439.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings
[Mango2011's solution](#)

440.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Mango2011's solution](#)

441.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mango2011's solution](#)

442.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Mango2011's solution](#)

443.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

444.

1854A1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

445.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

446.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Mango2011's solution](#)

447.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Mango2011's solution](#)

448.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Mango2011's solution](#)

449.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Mango2011's solution](#)

450.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Mango2011's solution](#)

451.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Mango2011's solution](#)

452.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mango2011's solution](#)

453.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[Mango2011's solution](#)

454.

188E

[HQ9+](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 1400 · first AC: 2023-05-30 · Roco (first AC) · Tags: *special, implementation
[Mango2011's solution](#)

455.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 1400 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Mango2011's solution](#)

456.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Mango2011's solution](#)

457.

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games
[Mango2011's solution](#)

458.

489C

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

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[Mango2011's solution](#)

459.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[Mango2011's solution](#)

460.

279B

[Books](#) · [Tutorial](#)

Quality: 72,412 global accepts · Rating: 1400 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[Mango2011's solution](#)

461.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,549 global accepts · Rating: 1500 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[Mango2011's solution](#)

462.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[Mango2011's solution](#)

463.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Mango2011's solution](#)

464.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Mango2011's solution](#)

465.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

466.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Mango2011's solution](#)

467.

2008E

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

Quality: 13,224 global accepts · Rating: 1500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Mango2011's solution](#)

468.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[Mango2011's solution](#)

469.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Mango2011's solution](#)

470.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

471.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Mango2011's solution](#)

472.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Mango2011's solution](#)

473.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Mango2011's solution](#)

474.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[Mango2011's solution](#)

475.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

476.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

477.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1500 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[Mango2011's solution](#)

478.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Mango2011's solution](#)

479.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Mango2011's solution](#)

480.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

481.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Mango2011's solution](#)

482.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

483.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[Mango2011's solution](#)

484.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,966 global accepts · Rating: 1500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Mango2011's solution](#)

485.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2023-03-26 · last AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Mango2011's solution](#)

486.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Mango2011's solution](#)

487.

550C

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

Quality: 32,130 global accepts · Rating: 1500 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[Mango2011's solution](#)

488.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[Mango2011's solution](#)

489.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,639 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Mango2011's solution](#)

490.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Mango2011's solution](#)

491.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Mango2011's solution](#)

492.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Mango2011's solution](#)

493.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Mango2011's solution](#)

494.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, math

[Mango2011's solution](#)

495.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

496.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Mango2011's solution](#)

497.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Mango2011's solution](#)

498.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Mango2011's solution](#)

499.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Mango2011's solution](#)

500.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Mango2011's solution](#)

501.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Mango2011's solution](#)

502.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Mango2011's solution](#)

503.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Mango2011's solution](#)

504.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[Mango2011's solution](#)

505.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Mango2011's solution](#)

506.

231C

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

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Mango2011's solution](#)

507.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-16 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Mango2011's solution](#)

508.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,211 global accepts · Rating: 1600 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Mango2011's solution](#)

509.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[Mango2011's solution](#)

510.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-03 · last AC: 2024-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

511.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Mango2011's solution](#)

512.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Mango2011's solution](#)

513.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Mango2011's solution](#)

514.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, number theory
[Mango2011's solution](#)

515.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, number theory
[Mango2011's solution](#)

516.

1526C2

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

Quality: 29,727 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Mango2011's solution](#)

517.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,596 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[Mango2011's solution](#)

518.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Mango2011's solution](#)

519.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[Mango2011's solution](#)

520.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees
[Mango2011's solution](#)

521.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Mango2011's solution](#)

522.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-16 · last AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math
[Mango2011's solution](#)

523.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[Mango2011's solution](#)

524.

207D7

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 1600 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[Mango2011's solution](#)

525.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Mango2011's solution](#)

526.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Mango2011's solution](#)

527.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,196 global accepts · Rating: 1600 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Mango2011's solution](#)

528.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2023-05-03 · last AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[Mango2011's solution](#)

529.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Mango2011's solution](#)

530.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[Mango2011's solution](#)

531.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,499 global accepts · Rating: 1600 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force
[Mango2011's solution](#)

532.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[Mango2011's solution](#)

533.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[Mango2011's solution](#)

534.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive,

math

[Mango2011's solution](#)

535.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Mango2011's solution](#)

536.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Mango2011's solution](#)

537.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Mango2011's solution](#)

538.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Mango2011's solution](#)

539.

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

[Mango2011's solution](#)

540.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Mango2011's solution](#)

541.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Mango2011's solution](#)

542.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Mango2011's solution](#)

543.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[Mango2011's solution](#)

544.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Mango2011's solution](#)

545.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Mango2011's solution](#)

546.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Mango2011's solution](#)

547.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

548.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Mango2011's solution](#)

549.

219D

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

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mango2011's solution](#)

550.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Mango2011's solution](#)

551.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Mango2011's solution](#)

552.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Mango2011's solution](#)

553.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Mango2011's solution](#)

554.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

555.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

556.

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2024-05-23 · last AC: 2024-05-23 · GNU C11 (first AC) · Tags: implementation

[Mango2011's solution](#)

557.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms

[Mango2011's solution](#)

558.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

559.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

560.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, math

[Mango2011's solution](#)

561.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Mango2011's solution](#)

562.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Mango2011's solution](#)

563.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Mango2011's solution](#)

564.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Mango2011's solution](#)

565.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

566.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Mango2011's solution](#)

567.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Mango2011's solution](#)

568.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Mango2011's solution](#)

569.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

570.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, math

[Mango2011's solution](#)

571.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Mango2011's solution](#)

572.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[Mango2011's solution](#)

573.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Mango2011's solution](#)

574.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

math

[Mango2011's solution](#)

575.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Mango2011's solution](#)

576.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[Mango2011's solution](#)

577.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Mango2011's solution](#)

578.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

579.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

580.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Mango2011's solution](#)

581.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

582.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Mango2011's solution](#)

583.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[Mango2011's solution](#)

584.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

585.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[Mango2011's solution](#)

586.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Mango2011's solution](#)

587.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Mango2011's solution](#)

588.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Mango2011's solution](#)

589.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Mango2011's solution](#)

590.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Mango2011's solution](#)

591.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Mango2011's solution](#)

592.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Mango2011's solution](#)

593.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Mango2011's solution](#)

594.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Mango2011's solution](#)

595.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Mango2011's solution](#)

596.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1700 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Mango2011's solution](#)

597.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Mango2011's solution](#)

598.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Mango2011's solution](#)

599.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 1700 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

600.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

601.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Mango2011's solution](#)

602.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Mango2011's solution](#)

603.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Mango2011's solution](#)

604.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Mango2011's solution](#)

605.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Mango2011's solution](#)

606.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

607.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Mango2011's solution](#)

608.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Mango2011's solution](#)

609.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Mango2011's solution](#)

610.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

611.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Mango2011's solution](#)

612.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

613.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Mango2011's solution](#)

614.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math,

number theory

[Mango2011's solution](#)

615.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Mango2011's solution](#)

616.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Mango2011's solution](#)

617.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Mango2011's solution](#)

618.

339D

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

Quality: 32,547 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

619.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Mango2011's solution](#)

620.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

621.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Mango2011's solution](#)

622.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Mango2011's solution](#)

623.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mango2011's solution](#)

624.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Mango2011's solution](#)

625.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Mango2011's solution](#)

626.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2023-06-07 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Mango2011's solution](#)

627.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Mango2011's solution](#)

628.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

629.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 global accepts · Rating: 1700 · first AC: 2023-06-11 · last AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Mango2011's solution](#)

630.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Mango2011's solution](#)

631.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

632.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Mango2011's solution](#)

633.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

634.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Mango2011's solution](#)

635.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities
[Mango2011's solution](#)

636.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[Mango2011's solution](#)

637.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[Mango2011's solution](#)

638.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[Mango2011's solution](#)

639.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[Mango2011's solution](#)

640.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[Mango2011's solution](#)

641.

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2024-08-17 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

642.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[Mango2011's solution](#)

643.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[Mango2011's solution](#)

644.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Mango2011's solution](#)

645.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Mango2011's solution](#)

646.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Mango2011's solution](#)

647.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Mango2011's solution](#)

648.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mango2011's solution](#)

649.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mango2011's solution](#)

650.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mango2011's solution](#)

651.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Mango2011's solution](#)

652.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

653.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mango2011's solution](#)

654.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math

[Mango2011's solution](#)

655.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Mango2011's solution](#)

656.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mango2011's solution](#)

657.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-05-31 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Mango2011's solution](#)

658.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Mango2011's solution](#)

659.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[Mango2011's solution](#)

660.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

661.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

662.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mango2011's solution](#)

663.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[Mango2011's solution](#)

664.

926B

[Add Points](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1800 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

665.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Mango2011's solution](#)

666.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[Mango2011's solution](#)

667.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · last AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Mango2011's solution](#)

668.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

669.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Mango2011's solution](#)

670.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

671.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

672.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Mango2011's solution](#)

673.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs

and similar, dp

[Mango2011's solution](#)

674.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, two pointers

[Mango2011's solution](#)

675.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Mango2011's solution](#)

676.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

677.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2024-04-11 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Mango2011's solution](#)

678.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Mango2011's solution](#)

679.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Mango2011's solution](#)

680.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Mango2011's solution](#)

681.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Mango2011's solution](#)

682.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

683.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

684.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

685.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Mango2011's solution](#)

686.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Mango2011's solution](#)

687.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

688.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Mango2011's solution](#)

689.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Mango2011's solution](#)

690.

336C

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

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[Mango2011's solution](#)

691.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Mango2011's solution](#)

692.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Mango2011's solution](#)

693.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Mango2011's solution](#)

694.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[Mango2011's solution](#)

695.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Mango2011's solution](#)

696.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,904 global accepts · Rating: 1800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Mango2011's solution](#)

697.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 1800 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Mango2011's solution](#)

698.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Mango2011's solution](#)

699.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mango2011's solution](#)

700.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

701.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[Mango2011's solution](#)

702.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

703.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Mango2011's solution](#)

704.

483B

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

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Mango2011's solution](#)

705.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Mango2011's solution](#)

706.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[Mango2011's solution](#)

707.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[Mango2011's solution](#)

708.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Mango2011's solution](#)

709.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Mango2011's solution](#)

710.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

711.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2024-03-17 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Mango2011's solution](#)

712.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Mango2011's solution](#)

713.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[Mango2011's solution](#)

714.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Mango2011's solution](#)

715.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Mango2011's solution](#)

716.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[Mango2011's solution](#)

717.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Mango2011's solution](#)

718.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Mango2011's solution](#)

719.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2024-03-11 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

720.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2024-03-11 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Mango2011's solution](#)

721.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

722.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Mango2011's solution](#)

723.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Mango2011's solution](#)

724.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Mango2011's solution](#)

725.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[Mango2011's solution](#)

726.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: games

[Mango2011's solution](#)

727.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Mango2011's solution](#)

728.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Mango2011's solution](#)

729.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

730.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Mango2011's solution](#)

731.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[Mango2011's solution](#)

732.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

733.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[Mango2011's solution](#)

734.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

735.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

736.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

737.

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Mango2011's solution](#)

738.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Mango2011's solution](#)

739.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Mango2011's solution](#)

740.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

741.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-03-03 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Mango2011's solution](#)

742.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Mango2011's solution](#)

743.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

744.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

745.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Mango2011's solution](#)

746.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

[Mango2011's solution](#)

747.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

748.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Mango2011's solution](#)

749.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Mango2011's solution](#)

750.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[Mango2011's solution](#)

751.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

752.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

753.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Mango2011's solution](#)

754.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Mango2011's solution](#)

755.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Mango2011's solution](#)

756.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Mango2011's solution](#)

757.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1800 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

758.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Mango2011's solution](#)

759.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mango2011's solution](#)

760.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Mango2011's solution](#)

761.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

762.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Mango2011's solution](#)

763.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Mango2011's solution](#)

764.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Mango2011's solution](#)

765.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

766.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Mango2011's solution](#)

767.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Mango2011's solution](#)

768.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, ternary search

[Mango2011's solution](#)

769.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Mango2011's solution](#)

770.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, implementation

[Mango2011's solution](#)

771.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Mango2011's solution](#)

772.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[Mango2011's solution](#)

773.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Mango2011's solution](#)

774.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Mango2011's solution](#)

775.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Mango2011's solution](#)

776.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Mango2011's solution](#)

777.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings

[Mango2011's solution](#)

778.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

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779.

46D

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Quality: 1,094 global accepts · Rating: 1800 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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780.

30C

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781.

1862F

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782.

1852A

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783.

161D

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Quality: 19,175 global accepts · Rating: 1800 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

784.

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, two pointers

[Mango2011's solution](#)

785.

1611F

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Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

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786.

44D

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Quality: 800 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math

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787.

24C

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Quality: 1,448 global accepts · Rating: 1800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

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788.

1922E

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Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

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789.

691C

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790.

519D

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Quality: 6,899 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers

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791.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

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792.

89A

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Quality: 1,613 global accepts · Rating: 1800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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793.

33B

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Quality: 5,722 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: shortest paths

[Mango2011's solution](#)

794.

432C

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Quality: 2,679 global accepts · Rating: 1800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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795.

1709C

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Quality: 10,274 global accepts · Rating: 1800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Mango2011's solution](#)

796.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

797.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Mango2011's solution](#)

798.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Mango2011's solution](#)

799.

271D

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Quality: 14,009 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Mango2011's solution](#)

800.

1872F

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Quality: 7,535 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Mango2011's solution](#)

801.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Mango2011's solution](#)

802.

448D

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Quality: 16,667 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

[Mango2011's solution](#)

803.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

804.

3C

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Quality: 8,278 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation

[Mango2011's solution](#)

805.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2023-08-22 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Mango2011's solution](#)

806.

207D1

[The Beaver's Problem - 3](#) · [Tutorial](#)

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807.

207D9

[The Beaver's Problem - 3](#) · [Tutorial](#)

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[Mango2011's solution](#)

808.

232B

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Quality: 1,679 global accepts · Rating: 1900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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809.

2000F

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[Mango2011's solution](#)

810.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

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811.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Mango2011's solution](#)

812.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Mango2011's solution](#)

813.

2022D1

[Asesino \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Mango2011's solution](#)

814.

2068F

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Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Mango2011's solution](#)

815.

292D

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816.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Mango2011's solution](#)

817.

2040D

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Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Mango2011's solution](#)

818.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Mango2011's solution](#)

819.

1144E

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Quality: 4,427 global accepts · Rating: 1900 · first AC: 2024-11-05 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory, strings

[Mango2011's solution](#)

820.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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821.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1900 · first AC: 2024-03-23 · last AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Mango2011's solution](#)

822.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, sortings

[Mango2011's solution](#)

823.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Mango2011's solution](#)

824.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Mango2011's solution](#)

825.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Mango2011's solution](#)

826.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

827.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Mango2011's solution](#)

828.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Mango2011's solution](#)

829.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Mango2011's solution](#)

830.

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

831.

1992F

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Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Mango2011's solution](#)

832.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mango2011's solution](#)

833.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Mango2011's solution](#)

834.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Mango2011's solution](#)

835.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Mango2011's solution](#)

836.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

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[Mango2011's solution](#)

837.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Mango2011's solution](#)

838.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

839.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

840.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Mango2011's solution](#)

841.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Mango2011's solution](#)

842.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Mango2011's solution](#)

843.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Mango2011's solution](#)

844.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Mango2011's solution](#)

845.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2024-05-24 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Mango2011's solution](#)

846.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Mango2011's solution](#)

847.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, meet-in-the-middle, sortings

[Mango2011's solution](#)

848.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

849.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Mango2011's solution](#)

850.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Mango2011's solution](#)

851.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-10 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Mango2011's solution](#)

852.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

853.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

854.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

855.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

856.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Mango2011's solution](#)

857.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Mango2011's solution](#)

858.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Mango2011's solution](#)

859.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

860.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Mango2011's solution](#)

861.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math

[Mango2011's solution](#)

862.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Mango2011's solution](#)

863.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Mango2011's solution](#)

864.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Mango2011's solution](#)

865.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

866.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Mango2011's solution](#)

867.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[Mango2011's solution](#)

868.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Mango2011's solution](#)

869.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Mango2011's solution](#)

870.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math

[Mango2011's solution](#)

871.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Mango2011's solution](#)

872.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[Mango2011's solution](#)

873.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2024-04-16 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Mango2011's solution](#)

874.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Mango2011's solution](#)

875.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Mango2011's solution](#)

876.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Mango2011's solution](#)

877.

1918D

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

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Mango2011's solution](#)

878.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Mango2011's solution](#)

879.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Mango2011's solution](#)

880.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

combinatorics, dfs and similar, dp, math, probabilities, trees

[Mango2011's solution](#)

881.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-04-11 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mango2011's solution](#)

882.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2024-04-11 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation

[Mango2011's solution](#)

883.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation

[Mango2011's solution](#)

884.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

885.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

886.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

887.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[Mango2011's solution](#)

888.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Mango2011's solution](#)

889.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Mango2011's solution](#)

890.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Mango2011's solution](#)

891.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math

[Mango2011's solution](#)

892.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Mango2011's solution](#)

893.

1585D

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

Quality: 4,385 global accepts · Rating: 1900 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Mango2011's solution](#)

894.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Mango2011's solution](#)

895.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Mango2011's solution](#)

896.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings, trees

[Mango2011's solution](#)

897.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Mango2011's solution](#)

898.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, matrices

[Mango2011's solution](#)

899.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Mango2011's solution](#)

900.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Mango2011's solution](#)

901.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, number theory

[Mango2011's solution](#)

902.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mango2011's solution](#)

903.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Mango2011's solution](#)

904.

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Mango2011's solution](#)

905.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Mango2011's solution](#)

906.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[Mango2011's solution](#)

907.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[Mango2011's solution](#)

908.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings, strings

[Mango2011's solution](#)

909.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Mango2011's solution](#)

910.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[Mango2011's solution](#)

911.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Mango2011's solution](#)

912.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[Mango2011's solution](#)

913.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[Mango2011's solution](#)

914.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Mango2011's solution](#)

915.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[Mango2011's solution](#)

916.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees
[Mango2011's solution](#)

917.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers
[Mango2011's solution](#)

918.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
[Mango2011's solution](#)

919.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs
[Mango2011's solution](#)

920.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

921.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Mango2011's solution](#)

922.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

923.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Mango2011's solution](#)

924.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Mango2011's solution](#)

925.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Mango2011's solution](#)

926.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Mango2011's solution](#)

927.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[Mango2011's solution](#)

928.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, two pointers

[Mango2011's solution](#)

929.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Mango2011's solution](#)

930.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Mango2011's solution](#)

931.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Mango2011's solution](#)

932.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[Mango2011's solution](#)

933.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Mango2011's solution](#)

934.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Mango2011's solution](#)

935.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Mango2011's solution](#)

936.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

937.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1900 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Mango2011's solution](#)

938.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Mango2011's solution](#)

939.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2024-03-08 · last AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

940.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Mango2011's solution](#)

941.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, strings
[Mango2011's solution](#)

942.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[Mango2011's solution](#)

943.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings
[Mango2011's solution](#)

944.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Mango2011's solution](#)

945.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Mango2011's solution](#)

946.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mango2011's solution](#)

947.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[Mango2011's solution](#)

948.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees
[Mango2011's solution](#)

949.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[Mango2011's solution](#)

950.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

951.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

952.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

953.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Mango2011's solution](#)

954.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 1900 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Mango2011's solution](#)

955.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Mango2011's solution](#)

956.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

957.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Mango2011's solution](#)

958.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

959.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Mango2011's solution](#)

960.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Mango2011's solution](#)

961.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[Mango2011's solution](#)

962.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Mango2011's solution](#)

963.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

964.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,374 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

965.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Mango2011's solution](#)

966.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

967.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

968.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2024-02-22 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Mango2011's solution](#)

969.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1900 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

970.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mango2011's solution](#)

971.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

972.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Mango2011's solution](#)

973.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Mango2011's solution](#)

974.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Mango2011's solution](#)

975.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Mango2011's solution](#)

976.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[Mango2011's solution](#)

977.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees

[Mango2011's solution](#)

978.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Mango2011's solution](#)

979.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures

[Mango2011's solution](#)

980.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Mango2011's solution](#)

981.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, math, number theory

[Mango2011's solution](#)

982.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Mango2011's solution](#)

983.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Mango2011's solution](#)

984.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

985.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

986.

257D

[Sum](#) · [Tutorial](#)

Quality: 1,719 global accepts · Rating: 1900 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

987.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Mango2011's solution](#)

988.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Mango2011's solution](#)

989.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

990.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

991.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

992.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[Mango2011's solution](#)

993.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

994.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,071 global accepts · Rating: 1900 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Mango2011's solution](#)

995.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[Mango2011's solution](#)

996.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Mango2011's solution](#)

997.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mango2011's solution](#)

998.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

999.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Mango2011's solution](#)

1000.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Mango2011's solution](#)

1001.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1002.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Mango2011's solution](#)

1003.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Mango2011's solution](#)

1004.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[Mango2011's solution](#)

1005.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Mango2011's solution](#)

1006.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

1007.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,864 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[Mango2011's solution](#)

1008.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mango2011's solution](#)

1009.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[Mango2011's solution](#)

1010.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Mango2011's solution](#)

1011.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Mango2011's solution](#)

1012.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Mango2011's solution](#)

1013.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Mango2011's solution](#)

1014.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Mango2011's solution](#)

1015.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mango2011's solution](#)

1016.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1017.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

1018.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: games

[Mango2011's solution](#)

1019.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Mango2011's solution](#)

1020.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Mango2011's solution](#)**1021.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Mango2011's solution](#)**1022.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)**1023.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)**1024.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Mango2011's solution](#)**1025.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Mango2011's solution](#)**1026.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Mango2011's solution](#)**1027.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Mango2011's solution](#)**1028.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-03 · last AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[Mango2011's solution](#)**1029.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Mango2011's solution](#)

1030.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1031.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mango2011's solution](#)

1032.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Mango2011's solution](#)

1033.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Mango2011's solution](#)

1034.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Mango2011's solution](#)

1035.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-02-02 · last AC: 2025-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[Mango2011's solution](#)

1036.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Mango2011's solution](#)

1037.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Mango2011's solution](#)

1038.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Mango2011's solution](#)

1039.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Mango2011's solution](#)

1040.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

1041.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Mango2011's solution](#)

1042.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Mango2011's solution](#)

1043.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Mango2011's solution](#)

1044.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Mango2011's solution](#)

1045.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Mango2011's solution](#)

1046.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1047.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Mango2011's solution](#)

1048.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Mango2011's solution](#)

1049.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Mango2011's solution](#)

1050.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-16 · last AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Mango2011's solution](#)

1051.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Mango2011's solution](#)

1052.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: math

[Mango2011's solution](#)

1053.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-01-14 · last AC: 2024-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Mango2011's solution](#)

1054.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Mango2011's solution](#)

1055.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2024-04-11 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Mango2011's solution](#)

1056.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Mango2011's solution](#)

1057.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Mango2011's solution](#)

1058.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Mango2011's solution](#)

1059.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[Mango2011's solution](#)

1060.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Mango2011's solution](#)

1061.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[Mango2011's solution](#)

1062.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[Mango2011's solution](#)

1063.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[Mango2011's solution](#)

1064.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, sortings
[Mango2011's solution](#)

1065.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees
[Mango2011's solution](#)

1066.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[Mango2011's solution](#)

1067.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[Mango2011's solution](#)

1068.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy
[Mango2011's solution](#)

1069.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Mango2011's solution](#)

1070.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,485 global accepts · Rating: 2000 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Mango2011's solution](#)

1071.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Mango2011's solution](#)

1072.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Mango2011's solution](#)

1073.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Mango2011's solution](#)

1074.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Mango2011's solution](#)

1075.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

1076.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Mango2011's solution](#)

1077.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Mango2011's solution](#)

1078.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Mango2011's solution](#)

1079.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

1080.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Mango2011's solution](#)

1081.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Mango2011's solution](#)

1082.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Mango2011's solution](#)

1083.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1084.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Mango2011's solution](#)

1085.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1086.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Mango2011's solution](#)

1087.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Mango2011's solution](#)

1088.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, two pointers

[Mango2011's solution](#)

1089.

386C

[Diverse Substrings](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2000 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[Mango2011's solution](#)

1090.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Mango2011's solution](#)

1091.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Mango2011's solution](#)

1092.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp

[Mango2011's solution](#)

1093.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

1094.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Mango2011's solution](#)

1095.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Mango2011's solution](#)

1096.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Mango2011's solution](#)

1097.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Mango2011's solution](#)

1098.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Mango2011's solution](#)

1099.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Mango2011's solution](#)

1100.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Mango2011's solution](#)

1101.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Mango2011's solution](#)

1102.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

1103.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[Mango2011's solution](#)

1104.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,154 global accepts · Rating: 2000 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Mango2011's solution](#)

1105.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Mango2011's solution](#)

1106.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Mango2011's solution](#)

1107.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Mango2011's solution](#)

1108.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Mango2011's solution](#)

1109.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Mango2011's solution](#)

1110.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Mango2011's solution](#)

1111.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Mango2011's solution](#)

1112.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

1113.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Mango2011's solution](#)

1114.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings, strings

[Mango2011's solution](#)

1115.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[Mango2011's solution](#)

1116.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Mango2011's solution](#)

1117.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Mango2011's solution](#)

1118.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1119.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1120.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mango2011's solution](#)

1121.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1122.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Mango2011's solution](#)

1123.

1219G

[Harvester](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

1124.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Mango2011's solution](#)

1125.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mango2011's solution](#)

1126.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[Mango2011's solution](#)

1127.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1128.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy

[Mango2011's solution](#)

1129.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Mango2011's solution](#)

1130.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Mango2011's solution](#)

1131.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Mango2011's solution](#)

1132.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[Mango2011's solution](#)

1133.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Mango2011's solution](#)

1134.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Mango2011's solution](#)

1135.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Mango2011's solution](#)

1136.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Mango2011's solution](#)

1137.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Mango2011's solution](#)

1138.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

1139.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mango2011's solution](#)

1140.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Mango2011's solution](#)

1141.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-04-11 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Mango2011's solution](#)

1142.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Mango2011's solution](#)

1143.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Mango2011's solution](#)

1144.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Mango2011's solution](#)

1145.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1146.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[Mango2011's solution](#)

1147.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

1148.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mango2011's solution](#)

1149.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Mango2011's solution](#)

1150.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mango2011's solution](#)

1151.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Mango2011's solution](#)

1152.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1153.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Mango2011's solution](#)

1154.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Mango2011's solution](#)

1155.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Mango2011's solution](#)

1156.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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1157.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Mango2011's solution](#)

1158.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[Mango2011's solution](#)

1159.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
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1160.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[Mango2011's solution](#)

1161.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
[Mango2011's solution](#)

1162.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[Mango2011's solution](#)

1163.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Mango2011's solution](#)

1164.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees
[Mango2011's solution](#)

1165.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[Mango2011's solution](#)

1166.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Mango2011's solution](#)

1167.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[Mango2011's solution](#)

1168.

258C

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Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[Mango2011's solution](#)

1169.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[Mango2011's solution](#)

1170.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[Mango2011's solution](#)

1171.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Mango2011's solution](#)

1172.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Mango2011's solution](#)

1173.

1359E

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Quality: 6,732 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Mango2011's solution](#)

1174.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

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[Mango2011's solution](#)

1175.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Mango2011's solution](#)

1176.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-03-11 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Mango2011's solution](#)

1177.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math
[Mango2011's solution](#)

1178.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[Mango2011's solution](#)

1179.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings
[Mango2011's solution](#)

1180.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths
[Mango2011's solution](#)

1181.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[Mango2011's solution](#)

1182.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mango2011's solution](#)

1183.

1931G

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Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Mango2011's solution](#)

1184.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[Mango2011's solution](#)

1185.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: math
[Mango2011's solution](#)

1186.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Mango2011's solution](#)

1187.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Mango2011's solution](#)

1188.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[Mango2011's solution](#)

1189.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Mango2011's solution](#)

1190.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[Mango2011's solution](#)

1191.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
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1192.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, number theory
[Mango2011's solution](#)

1193.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Mango2011's solution](#)

1194.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, strings
[Mango2011's solution](#)

1195.

18E

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Quality: 1,269 global accepts · Rating: 2000 · first AC: 2024-02-05 · last AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp
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1196.

39E

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Quality: 1,033 global accepts · Rating: 2000 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
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1197.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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1198.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Mango2011's solution](#)

1199.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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1200.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

1201.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Mango2011's solution](#)

1202.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Mango2011's solution](#)

1203.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: games

[Mango2011's solution](#)

1204.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Mango2011's solution](#)

1205.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, sortings

[Mango2011's solution](#)

1206.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Mango2011's solution](#)

1207.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Mango2011's solution](#)

1208.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

1209.

1366D

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Quality: 12,346 global accepts · Rating: 2000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

1210.

1370D

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Quality: 10,927 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Mango2011's solution](#)

1211.

380C

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Quality: 19,778 global accepts · Rating: 2000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

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1212.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Mango2011's solution](#)

1213.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

1214.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

1215.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2023-07-23 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

1216.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Mango2011's solution](#)

1217.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Mango2011's solution](#)

1218.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Mango2011's solution](#)

1219.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Mango2011's solution](#)

1220.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Mango2011's solution](#)

1221.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

1222.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

1223.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Mango2011's solution](#)

1224.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Mango2011's solution](#)

1225.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Mango2011's solution](#)

1226.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

1227.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Mango2011's solution](#)

1228.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2024-06-29 · last AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Mango2011's solution](#)

1229.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Mango2011's solution](#)

1230.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Mango2011's solution](#)

1231.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Mango2011's solution](#)

1232.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[Mango2011's solution](#)

1233.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1234.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Mango2011's solution](#)

1235.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Mango2011's solution](#)

1236.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

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1237.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-04-08 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Mango2011's solution](#)

1238.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

1239.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Mango2011's solution](#)

1240.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1241.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2024-07-05 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[Mango2011's solution](#)

1242.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices, sortings

[Mango2011's solution](#)

1243.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[Mango2011's solution](#)

1244.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Mango2011's solution](#)

1245.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees

[Mango2011's solution](#)

1246.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2024-07-15 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[Mango2011's solution](#)

1247.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2024-07-14 · last AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number theory

[Mango2011's solution](#)

1248.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

1249.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, probabilities

[Mango2011's solution](#)

1250.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Mango2011's solution](#)

1251.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Mango2011's solution](#)

1252.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Mango2011's solution](#)

1253.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, greedy, trees

[Mango2011's solution](#)

1254.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Mango2011's solution](#)

1255.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Mango2011's solution](#)

1256.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Mango2011's solution](#)

1257.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[Mango2011's solution](#)

1258.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Mango2011's solution](#)

1259.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Mango2011's solution](#)

1260.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Mango2011's solution](#)

1261.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs

[Mango2011's solution](#)

1262.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Mango2011's solution](#)

1263.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[Mango2011's solution](#)

1264.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

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1265.

1778D

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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1266.

1154F

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Quality: 3,336 global accepts · Rating: 2100 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Mango2011's solution](#)

1267.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[Mango2011's solution](#)

1268.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

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1269.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[Mango2011's solution](#)

1270.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Mango2011's solution](#)

1271.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Mango2011's solution](#)

1272.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Mango2011's solution](#)

1273.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-07-01 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Mango2011's solution](#)

1274.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

1275.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[Mango2011's solution](#)

1276.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

1277.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Mango2011's solution](#)

1278.

268E

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Quality: 1,137 global accepts · Rating: 2100 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities, sortings

[Mango2011's solution](#)

1279.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Mango2011's solution](#)

1280.

1575L

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Quality: 1,707 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[Mango2011's solution](#)

1281.

1183F

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Quality: 2,252 global accepts · Rating: 2100 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[Mango2011's solution](#)

1282.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Mango2011's solution](#)

1283.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Mango2011's solution](#)

1284.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Mango2011's solution](#)

1285.

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Mango2011's solution](#)

1286.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Mango2011's solution](#)

1287.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[Mango2011's solution](#)

1288.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Mango2011's solution](#)

1289.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Mango2011's solution](#)

1290.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Mango2011's solution](#)

1291.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Mango2011's solution](#)

1292.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Mango2011's solution](#)

1293.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[Mango2011's solution](#)

1294.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

brute force, data structures, two pointers

[Mango2011's solution](#)

1295.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[Mango2011's solution](#)

1296.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Mango2011's solution](#)

1297.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Mango2011's solution](#)

1298.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[Mango2011's solution](#)

1299.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2024-06-22 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Mango2011's solution](#)

1300.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Mango2011's solution](#)

1301.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Mango2011's solution](#)

1302.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1303.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry

[Mango2011's solution](#)

1304.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mango2011's solution](#)

1305.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1306.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, trees

[Mango2011's solution](#)

1307.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[Mango2011's solution](#)

1308.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[Mango2011's solution](#)

1309.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

1310.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

1311.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Mango2011's solution](#)

1312.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Mango2011's solution](#)

1313.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

constructive algorithms, data structures, greedy

[Mango2011's solution](#)

1314.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Mango2011's solution](#)

1315.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mango2011's solution](#)

1316.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Mango2011's solution](#)

1317.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[Mango2011's solution](#)

1318.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, dsu

[Mango2011's solution](#)

1319.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Mango2011's solution](#)

1320.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2024-06-10 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Mango2011's solution](#)

1321.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

1322.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Mango2011's solution](#)

1323.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Mango2011's solution](#)

1324.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[Mango2011's solution](#)

1325.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Mango2011's solution](#)

1326.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, probabilities
[Mango2011's solution](#)

1327.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[Mango2011's solution](#)

1328.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings
[Mango2011's solution](#)

1329.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[Mango2011's solution](#)

1330.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math
[Mango2011's solution](#)

1331.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers
[Mango2011's solution](#)

1332.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[Mango2011's solution](#)

1333.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

1334.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, interactive, math

[Mango2011's solution](#)

1335.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Mango2011's solution](#)

1336.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

1337.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Mango2011's solution](#)

1338.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Mango2011's solution](#)

1339.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Mango2011's solution](#)

1340.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Mango2011's solution](#)

1341.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Mango2011's solution](#)

1342.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Mango2011's solution](#)

1343.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Mango2011's solution](#)

1344.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Mango2011's solution](#)

1345.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Mango2011's solution](#)

1346.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Mango2011's solution](#)

1347.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

1348.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Mango2011's solution](#)

1349.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Mango2011's solution](#)

1350.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy

[Mango2011's solution](#)

1351.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mango2011's solution](#)

1352.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Mango2011's solution](#)

1353.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1354.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

1355.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, greedy

[Mango2011's solution](#)

1356.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, strings

[Mango2011's solution](#)

1357.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Mango2011's solution](#)

1358.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Mango2011's solution](#)

1359.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

1360.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2024-05-12 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Mango2011's solution](#)

1361.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Mango2011's solution](#)

1362.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

1363.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Mango2011's solution](#)

1364.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Mango2011's solution](#)

1365.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

1366.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,593 global accepts · Rating: 2100 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Mango2011's solution](#)

1367.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Mango2011's solution](#)

1368.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Mango2011's solution](#)

1369.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1370.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Mango2011's solution](#)

1371.

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Mango2011's solution](#)

1372.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Mango2011's solution](#)

1373.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Mango2011's solution](#)

1374.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Mango2011's solution](#)

1375.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Mango2011's solution](#)

1376.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Mango2011's solution](#)

1377.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Mango2011's solution](#)

1378.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1379.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-07-17 · last AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Mango2011's solution](#)

1380.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Mango2011's solution](#)

1381.

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

1382.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Mango2011's solution](#)

1383.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Mango2011's solution](#)

1384.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

1385.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Mango2011's solution](#)

1386.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Mango2011's solution](#)

1387.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Mango2011's solution](#)

1388.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2024-08-17 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, strings

[Mango2011's solution](#)

1389.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Mango2011's solution](#)

1390.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Mango2011's solution](#)

1391.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation,

math

[Mango2011's solution](#)

1392.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Mango2011's solution](#)

1393.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1394.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

1395.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Mango2011's solution](#)

1396.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities, trees

[Mango2011's solution](#)

1397.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

1398.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

1399.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[Mango2011's solution](#)

1400.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Mango2011's solution](#)

1401.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, hashing

[Mango2011's solution](#)

1402.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

1403.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Mango2011's solution](#)

1404.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, sortings

[Mango2011's solution](#)

1405.

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Mango2011's solution](#)

1406.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, ternary search

[Mango2011's solution](#)

1407.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Mango2011's solution](#)

1408.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, probabilities, sortings

[Mango2011's solution](#)

1409.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Mango2011's solution](#)

1410.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

[Mango2011's solution](#)

1411.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Mango2011's solution](#)

1412.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Mango2011's solution](#)

1413.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Mango2011's solution](#)

1414.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: trees

[Mango2011's solution](#)

1415.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Mango2011's solution](#)

1416.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mango2011's solution](#)

1417.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Mango2011's solution](#)

1418.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Mango2011's solution](#)

1419.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Mango2011's solution](#)

1420.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Mango2011's solution](#)

1421.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Mango2011's solution](#)

1422.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Mango2011's solution](#)

1423.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[Mango2011's solution](#)

1424.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Mango2011's solution](#)

1425.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

1426.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

1427.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Mango2011's solution](#)

1428.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Mango2011's solution](#)

1429.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

1430.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Mango2011's solution](#)

1431.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[Mango2011's solution](#)

1432.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[Mango2011's solution](#)

1433.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

1434.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

1435.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

1436.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Mango2011's solution](#)

1437.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1438.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Mango2011's solution](#)

1439.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[Mango2011's solution](#)

1440.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,928 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Mango2011's solution](#)

1441.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Mango2011's solution](#)

1442.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Mango2011's solution](#)

1443.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Mango2011's solution](#)

1444.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1445.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Mango2011's solution](#)

1446.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Mango2011's solution](#)

1447.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Mango2011's solution](#)

1448.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1449.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[Mango2011's solution](#)

1450.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Mango2011's solution](#)

1451.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Mango2011's solution](#)

1452.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Mango2011's solution](#)

1453.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, interactive

[Mango2011's solution](#)

1454.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, strings

[Mango2011's solution](#)

1455.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[Mango2011's solution](#)

1456.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

1457.

802G2

[Fake News \(medium\)](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2200 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Mango2011's solution](#)

1458.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

1459.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[Mango2011's solution](#)

1460.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Mango2011's solution](#)

1461.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Mango2011's solution](#)

1462.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Mango2011's solution](#)

1463.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Mango2011's solution](#)

1464.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Mango2011's solution](#)

1465.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Mango2011's solution](#)

1466.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Mango2011's solution](#)

1467.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[Mango2011's solution](#)

1468.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Mango2011's solution](#)

1469.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mango2011's solution](#)

1470.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[Mango2011's solution](#)

1471.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Mango2011's solution](#)

1472.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[Mango2011's solution](#)

1473.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Mango2011's solution](#)

1474.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[Mango2011's solution](#)

1475.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

1476.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Mango2011's solution](#)

1477.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Mango2011's solution](#)

1478.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mango2011's solution](#)

1479.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Mango2011's solution](#)

1480.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

1481.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Mango2011's solution](#)

1482.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Mango2011's solution](#)

1483.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[Mango2011's solution](#)

1484.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Mango2011's solution](#)

1485.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Mango2011's solution](#)

1486.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Mango2011's solution](#)

1487.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

1488.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Mango2011's solution](#)

1489.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Mango2011's solution](#)

1490.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[Mango2011's solution](#)

1491.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1492.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Mango2011's solution](#)

1493.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[Mango2011's solution](#)

1494.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1495.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

1496.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[Mango2011's solution](#)

1497.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Mango2011's solution](#)

1498.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, math

[Mango2011's solution](#)

1499.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Mango2011's solution](#)

1500.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[Mango2011's solution](#)

1501.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Mango2011's solution](#)

1502.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1503.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math

[Mango2011's solution](#)

1504.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[Mango2011's solution](#)

1505.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Mango2011's solution](#)

1506.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs

[Mango2011's solution](#)

1507.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Mango2011's solution](#)

1508.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, geometry

[Mango2011's solution](#)

1509.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Mango2011's solution](#)

1510.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mango2011's solution](#)

1511.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Mango2011's solution](#)

1512.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1513.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Mango2011's solution](#)

1514.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

1515.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Mango2011's solution](#)

1516.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Mango2011's solution](#)

1517.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[Mango2011's solution](#)

1518.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

1519.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1520.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities, trees

[Mango2011's solution](#)

1521.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Mango2011's solution](#)

1522.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy,

implementation, math

[Mango2011's solution](#)

1523.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Mango2011's solution](#)

1524.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Mango2011's solution](#)

1525.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Mango2011's solution](#)

1526.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1527.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Mango2011's solution](#)

1528.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Mango2011's solution](#)

1529.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Mango2011's solution](#)

1530.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Mango2011's solution](#)

1531.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Mango2011's solution](#)

1532.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[Mango2011's solution](#)

1533.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Mango2011's solution](#)

1534.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Mango2011's solution](#)

1535.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Mango2011's solution](#)

1536.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Mango2011's solution](#)

1537.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Mango2011's solution](#)

1538.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Mango2011's solution](#)

1539.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Mango2011's solution](#)

1540.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Mango2011's solution](#)

1541.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Mango2011's solution](#)

1542.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[Mango2011's solution](#)

1543.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Mango2011's solution](#)

1544.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1545.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[Mango2011's solution](#)

1546.

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Mango2011's solution](#)

1547.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-01 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[Mango2011's solution](#)

1548.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,245 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1549.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Mango2011's solution](#)

1550.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2300 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[Mango2011's solution](#)

1551.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Mango2011's solution](#)

1552.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Mango2011's solution](#)

1553.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1554.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Mango2011's solution](#)

1555.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Mango2011's solution](#)

1556.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[Mango2011's solution](#)

1557.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Mango2011's solution](#)

1558.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

1559.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[Mango2011's solution](#)

1560.

2107F1

[Cycling \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Mango2011's solution](#)

1561.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, hashing, sortings

[Mango2011's solution](#)

1562.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[Mango2011's solution](#)

1563.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Mango2011's solution](#)

1564.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Mango2011's solution](#)

1565.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Mango2011's solution](#)

1566.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Mango2011's solution](#)

1567.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Mango2011's solution](#)

1568.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Mango2011's solution](#)

1569.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Mango2011's solution](#)

1570.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1571.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Mango2011's solution](#)

1572.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Mango2011's solution](#)

1573.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Mango2011's solution](#)

1574.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Mango2011's solution](#)

1575.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Mango2011's solution](#)

1576.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[Mango2011's solution](#)

1577.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[Mango2011's solution](#)

1578.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Mango2011's solution](#)

1579.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft

[Mango2011's solution](#)

1580.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mango2011's solution](#)

1581.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Mango2011's solution](#)

1582.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Mango2011's solution](#)

1583.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Mango2011's solution](#)

1584.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Mango2011's solution](#)

1585.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[Mango2011's solution](#)

1586.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[Mango2011's solution](#)

1587.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Mango2011's solution](#)

1588.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Mango2011's solution](#)

1589.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

1590.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Mango2011's solution](#)

1591.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Mango2011's solution](#)

1592.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Mango2011's solution](#)

1593.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Mango2011's solution](#)

1594.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Mango2011's solution](#)

1595.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1596.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Mango2011's solution](#)

1597.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math

[Mango2011's solution](#)

1598.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Mango2011's solution](#)

1599.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[Mango2011's solution](#)

1600.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1601.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Mango2011's solution](#)

1602.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Mango2011's solution](#)

1603.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Mango2011's solution](#)

1604.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Mango2011's solution](#)

1605.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Mango2011's solution](#)

1606.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1607.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Mango2011's solution](#)

1608.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1609.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Mango2011's solution](#)

1610.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

1611.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[Mango2011's solution](#)

1612.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Mango2011's solution](#)

1613.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Mango2011's solution](#)

1614.

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Mango2011's solution](#)

1615.

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Mango2011's solution](#)

1616.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Mango2011's solution](#)

1617.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Mango2011's solution](#)

1618.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1619.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Mango2011's solution](#)

1620.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Mango2011's solution](#)

1621.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Mango2011's solution](#)

1622.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

1623.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[Mango2011's solution](#)

1624.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

1625.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1626.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-08-27 · last AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Mango2011's solution](#)

1627.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mango2011's solution](#)

1628.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1629.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

1630.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Mango2011's solution](#)

1631.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Mango2011's solution](#)

1632.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Mango2011's solution](#)

1633.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Mango2011's solution](#)

1634.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Mango2011's solution](#)

1635.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Mango2011's solution](#)

1636.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Mango2011's solution](#)

1637.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: data structures, graphs, shortest paths

[Mango2011's solution](#)

1638.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: dp, math, matrices, number theory

[Mango2011's solution](#)

1639.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1640.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: data structures, dp, greedy

[Mango2011's solution](#)

1641.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Mango2011's solution](#)

1642.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Mango2011's solution](#)

1643.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[Mango2011's solution](#)

1644.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Mango2011's solution](#)

1645.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[Mango2011's solution](#)

1646.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[Mango2011's solution](#)

1647.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: flows
[Mango2011's solution](#)

1648.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[Mango2011's solution](#)

1649.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices
[Mango2011's solution](#)

1650.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers
[Mango2011's solution](#)

1651.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings
[Mango2011's solution](#)

1652.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings
[Mango2011's solution](#)

1653.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Mango2011's solution](#)

1654.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-07-12 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Mango2011's solution](#)

1655.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Mango2011's solution](#)

1656.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Mango2011's solution](#)

1657.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2024-07-11 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Mango2011's solution](#)

1658.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · last AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1659.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

1660.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

1661.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mango2011's solution](#)

1662.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Mango2011's solution](#)

1663.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Mango2011's solution](#)

1664.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Mango2011's solution](#)

1665.

207D8

[The Beaver's Problem - 3](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

1666.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Mango2011's solution](#)

1667.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Mango2011's solution](#)

1668.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Mango2011's solution](#)

1669.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Mango2011's solution](#)

1670.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Mango2011's solution](#)

1671.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · last AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Mango2011's solution](#)

1672.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1673.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Mango2011's solution](#)

1674.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Mango2011's solution](#)

1675.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-10-29 · last AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Mango2011's solution](#)

1676.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Mango2011's solution](#)

1677.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mango2011's solution](#)

1678.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Mango2011's solution](#)

1679.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

1680.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Mango2011's solution](#)

1681.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Mango2011's solution](#)

1682.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-28 · last AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Mango2011's solution](#)

1683.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Mango2011's solution](#)

1684.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Mango2011's solution](#)

1685.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Mango2011's solution](#)

1686.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1687.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2024-10-23 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Mango2011's solution](#)

1688.

331C2

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1689.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

1690.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

1691.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Mango2011's solution](#)

1692.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

1693.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Mango2011's solution](#)

1694.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Mango2011's solution](#)

1695.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Mango2011's solution](#)

1696.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Mango2011's solution](#)

1697.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

1698.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Mango2011's solution](#)

1699.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Mango2011's solution](#)

1700.

1585E

[Frequency Queries](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Mango2011's solution](#)

1701.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Mango2011's solution](#)

1702.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Mango2011's solution](#)

1703.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings
[Mango2011's solution](#)

1704.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs
[Mango2011's solution](#)

1705.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mango2011's solution](#)

1706.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[Mango2011's solution](#)

1707.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings
[Mango2011's solution](#)

1708.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Mango2011's solution](#)

1709.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[Mango2011's solution](#)

1710.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[Mango2011's solution](#)

1711.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees
[Mango2011's solution](#)

1712.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math
[Mango2011's solution](#)

1713.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Mango2011's solution](#)

1714.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Mango2011's solution](#)

1715.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Mango2011's solution](#)

1716.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

1717.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Mango2011's solution](#)

1718.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Mango2011's solution](#)

1719.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Mango2011's solution](#)

1720.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[Mango2011's solution](#)

1721.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

1722.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Mango2011's solution](#)

1723.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[Mango2011's solution](#)

1724.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Mango2011's solution](#)

1725.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, probabilities

[Mango2011's solution](#)

1726.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Mango2011's solution](#)

1727.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Mango2011's solution](#)

1728.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[Mango2011's solution](#)

1729.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees

[Mango2011's solution](#)

1730.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Mango2011's solution](#)

1731.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Mango2011's solution](#)

1732.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Mango2011's solution](#)

1733.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

1734.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

1735.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Mango2011's solution](#)

1736.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[Mango2011's solution](#)

1737.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Mango2011's solution](#)

1738.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

1739.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1740.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

1741.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[Mango2011's solution](#)

1742.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Mango2011's solution](#)

1743.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Mango2011's solution](#)

1744.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Mango2011's solution](#)

1745.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Mango2011's solution](#)

1746.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1747.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Mango2011's solution](#)

1748.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Mango2011's solution](#)

1749.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Mango2011's solution](#)

1750.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Mango2011's solution](#)

1751.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Mango2011's solution](#)

1752.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

1753.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[Mango2011's solution](#)

1754.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
[Mango2011's solution](#)

1755.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[Mango2011's solution](#)

1756.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[Mango2011's solution](#)

1757.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, trees
[Mango2011's solution](#)

1758.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[Mango2011's solution](#)

1759.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory
[Mango2011's solution](#)

1760.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Mango2011's solution](#)

1761.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[Mango2011's solution](#)

1762.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Mango2011's solution](#)

1763.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Mango2011's solution](#)

1764.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[Mango2011's solution](#)

1765.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Mango2011's solution](#)

1766.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, number theory

[Mango2011's solution](#)

1767.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities

[Mango2011's solution](#)

1768.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Mango2011's solution](#)

1769.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, trees

[Mango2011's solution](#)

1770.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Mango2011's solution](#)

1771.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Mango2011's solution](#)

1772.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1773.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Mango2011's solution](#)

1774.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Mango2011's solution](#)

1775.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

1776.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Mango2011's solution](#)

1777.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[Mango2011's solution](#)

1778.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Mango2011's solution](#)

1779.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: fft, geometry, number theory

[Mango2011's solution](#)

1780.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[Mango2011's solution](#)

1781.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math, probabilities

[Mango2011's solution](#)

1782.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Mango2011's solution](#)

1783.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Mango2011's solution](#)

1784.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1785.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Mango2011's solution](#)

1786.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Mango2011's solution](#)

1787.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Mango2011's solution](#)

1788.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Mango2011's solution](#)

1789.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Mango2011's solution](#)

1790.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Mango2011's solution](#)

1791.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Mango2011's solution](#)

1792.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Mango2011's solution](#)

1793.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1794.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[Mango2011's solution](#)

1795.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[Mango2011's solution](#)

1796.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
[Mango2011's solution](#)

1797.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[Mango2011's solution](#)

1798.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[Mango2011's solution](#)

1799.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Mango2011's solution](#)

1800.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[Mango2011's solution](#)

1801.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Mango2011's solution](#)

1802.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[Mango2011's solution](#)

1803.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[Mango2011's solution](#)

1804.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Mango2011's solution](#)

1805.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Mango2011's solution](#)

1806.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1807.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Mango2011's solution](#)

1808.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Mango2011's solution](#)

1809.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Mango2011's solution](#)

1810.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Mango2011's solution](#)

1811.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1812.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Mango2011's solution](#)

1813.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Mango2011's solution](#)

1814.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[Mango2011's solution](#)

1815.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[Mango2011's solution](#)

1816.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[Mango2011's solution](#)

1817.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2024-11-25 · last AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities
[Mango2011's solution](#)

1818.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees
[Mango2011's solution](#)

1819.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[Mango2011's solution](#)

1820.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp
[Mango2011's solution](#)

1821.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math
[Mango2011's solution](#)

1822.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[Mango2011's solution](#)

1823.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[Mango2011's solution](#)

1824.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[Mango2011's solution](#)

1825.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Mango2011's solution](#)

1826.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer
[Mango2011's solution](#)

1827.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[Mango2011's solution](#)

1828.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[Mango2011's solution](#)

1829.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[Mango2011's solution](#)

1830.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[Mango2011's solution](#)

1831.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
[Mango2011's solution](#)

1832.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[Mango2011's solution](#)

1833.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[Mango2011's solution](#)

1834.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Mango2011's solution](#)

1835.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Mango2011's solution](#)

1836.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

1837.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Mango2011's solution](#)

1838.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

1839.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Mango2011's solution](#)

1840.

1858E1

[Rollbacks \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Mango2011's solution](#)

1841.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

1842.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[Mango2011's solution](#)

1843.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Mango2011's solution](#)

1844.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings
[Mango2011's solution](#)

1845.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees
[Mango2011's solution](#)

1846.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[Mango2011's solution](#)

1847.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Mango2011's solution](#)

1848.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Mango2011's solution](#)

1849.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[Mango2011's solution](#)

1850.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[Mango2011's solution](#)

1851.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[Mango2011's solution](#)

1852.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Mango2011's solution](#)

1853.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-12-23 · last AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Mango2011's solution](#)

1854.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Mango2011's solution](#)

1855.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Mango2011's solution](#)

1856.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

1857.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Mango2011's solution](#)

1858.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dsu

[Mango2011's solution](#)

1859.

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

1860.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Mango2011's solution](#)

1861.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Mango2011's solution](#)

1862.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive

[Mango2011's solution](#)

1863.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Mango2011's solution](#)

1864.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Mango2011's solution](#)

1865.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mango2011's solution](#)

1866.

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1867.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Mango2011's solution](#)

1868.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, matrices

[Mango2011's solution](#)

1869.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

1870.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Mango2011's solution](#)

1871.

295E

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

Quality: 818 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1872.

152E

[Garden](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Mango2011's solution](#)

1873.

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, ternary search

[Mango2011's solution](#)

1874.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Mango2011's solution](#)

1875.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[Mango2011's solution](#)

1876.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Mango2011's solution](#)

1877.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Mango2011's solution](#)

1878.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Mango2011's solution](#)

1879.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Mango2011's solution](#)

1880.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1881.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1882.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

1883.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft

[Mango2011's solution](#)

1884.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

1885.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Mango2011's solution](#)

1886.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Mango2011's solution](#)

1887.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Mango2011's solution](#)

1888.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Mango2011's solution](#)

1889.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Mango2011's solution](#)

1890.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

1891.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Mango2011's solution](#)

1892.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Mango2011's solution](#)

1893.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Mango2011's solution](#)

1894.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

1895.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Mango2011's solution](#)

1896.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Mango2011's solution](#)

1897.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Mango2011's solution](#)

1898.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Mango2011's solution](#)

1899.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Mango2011's solution](#)

1900.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1901.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

1902.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Mango2011's solution](#)

1903.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

1904.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Mango2011's solution](#)

1905.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

1906.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Mango2011's solution](#)

1907.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1908.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

1909.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Mango2011's solution](#)

1910.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

1911.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[Mango2011's solution](#)

1912.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs

[Mango2011's solution](#)

1913.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Mango2011's solution](#)

1914.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mango2011's solution](#)

1915.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Mango2011's solution](#)

1916.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Mango2011's solution](#)

1917.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

1918.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Mango2011's solution](#)

1919.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Mango2011's solution](#)

1920.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

1921.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mango2011's solution](#)

1922.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[Mango2011's solution](#)

1923.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Mango2011's solution](#)

1924.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Mango2011's solution](#)

1925.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

implementation

[Mango2011's solution](#)

1926.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Mango2011's solution](#)

1927.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: games, two pointers

[Mango2011's solution](#)

1928.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

1929.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

1930.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Mango2011's solution](#)

1931.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Mango2011's solution](#)

1932.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Mango2011's solution](#)

1933.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Mango2011's solution](#)

1934.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Mango2011's solution](#)

1935.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory, probabilities

[Mango2011's solution](#)

1936.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[Mango2011's solution](#)

1937.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[Mango2011's solution](#)

1938.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[Mango2011's solution](#)

1939.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[Mango2011's solution](#)

1940.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[Mango2011's solution](#)

1941.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation
[Mango2011's solution](#)

1942.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math
[Mango2011's solution](#)

1943.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees
[Mango2011's solution](#)

1944.

93D

[Flags](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices
[Mango2011's solution](#)

1945.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, dfs

and similar, trees

[Mango2011's solution](#)

1946.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Mango2011's solution](#)

1947.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Mango2011's solution](#)

1948.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Mango2011's solution](#)

1949.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Mango2011's solution](#)

1950.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Mango2011's solution](#)

1951.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-12-25 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

1952.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Mango2011's solution](#)

1953.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Mango2011's solution](#)

1954.

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Mango2011's solution](#)

1955.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Mango2011's solution](#)

1956.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mango2011's solution](#)

1957.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Mango2011's solution](#)

1958.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Mango2011's solution](#)

1959.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Mango2011's solution](#)

1960.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Mango2011's solution](#)

1961.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Mango2011's solution](#)

1962.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Mango2011's solution](#)

1963.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Mango2011's solution](#)

1964.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Mango2011's solution](#)

1965.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[Mango2011's solution](#)

1966.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Mango2011's solution](#)

1967.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-02-07 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[Mango2011's solution](#)

1968.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Mango2011's solution](#)

1969.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[Mango2011's solution](#)

1970.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[Mango2011's solution](#)

1971.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[Mango2011's solution](#)

1972.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[Mango2011's solution](#)

1973.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[Mango2011's solution](#)

1974.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[Mango2011's solution](#)

1975.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Mango2011's solution](#)

1976.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation, interactive, math

[Mango2011's solution](#)

1977.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Mango2011's solution](#)

1978.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[Mango2011's solution](#)

1979.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Mango2011's solution](#)

1980.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Mango2011's solution](#)

1981.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mango2011's solution](#)

1982.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1983.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities

[Mango2011's solution](#)

1984.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

1985.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Mango2011's solution](#)

1986.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Mango2011's solution](#)

1987.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Mango2011's solution](#)

1988.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

1989.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Mango2011's solution](#)

1990.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Mango2011's solution](#)

1991.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Mango2011's solution](#)

1992.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Mango2011's solution](#)

1993.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

1994.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Mango2011's solution](#)

1995.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Mango2011's solution](#)

1996.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Mango2011's solution](#)

1997.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

1998.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

1999.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, probabilities

[Mango2011's solution](#)

2000.

925D

[Aztec Catacombs](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2001.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Mango2011's solution](#)

2002.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2003.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mango2011's solution](#)

2004.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mango2011's solution](#)

2005.

566B

[Replicating Processes](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

2006.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Mango2011's solution](#)

2007.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2008.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Mango2011's solution](#)

2009.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Mango2011's solution](#)

2010.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2011.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Mango2011's solution](#)

2012.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

2013.

37E

[Trial for Chief](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Mango2011's solution](#)

2014.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Mango2011's solution](#)

2015.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Mango2011's solution](#)

2016.

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2017.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Mango2011's solution](#)

2018.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Mango2011's solution](#)

2019.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Mango2011's solution](#)

2020.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Mango2011's solution](#)

2021.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Mango2011's solution](#)

2022.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Mango2011's solution](#)

2023.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Mango2011's solution](#)

2024.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, expression parsing

[Mango2011's solution](#)

2025.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, two pointers

[Mango2011's solution](#)

2026.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Mango2011's solution](#)

2027.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Mango2011's solution](#)

2028.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Mango2011's solution](#)

2029.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Mango2011's solution](#)

2030.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[Mango2011's solution](#)

2031.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2032.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Mango2011's solution](#)

2033.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Mango2011's solution](#)

2034.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Mango2011's solution](#)

2035.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Mango2011's solution](#)

2036.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Mango2011's solution](#)

2037.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

2038.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, shortest paths

[Mango2011's solution](#)

2039.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[Mango2011's solution](#)

2040.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Mango2011's solution](#)

2041.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Mango2011's solution](#)

2042.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities

[Mango2011's solution](#)

2043.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Mango2011's solution](#)

2044.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mango2011's solution](#)

2045.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Mango2011's solution](#)

2046.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2047.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Mango2011's solution](#)

2048.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation, interactive, sortings

[Mango2011's solution](#)

2049.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Mango2011's solution](#)

2050.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Mango2011's solution](#)

2051.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Mango2011's solution](#)

2052.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2053.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2025-01-26 · last AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2054.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Mango2011's solution](#)

2055.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Mango2011's solution](#)

2056.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Mango2011's solution](#)

2057.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Mango2011's solution](#)

2058.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Mango2011's solution](#)

2059.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Mango2011's solution](#)

2060.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Mango2011's solution](#)

2061.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Mango2011's solution](#)

2062.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Mango2011's solution](#)

2063.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2064.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mango2011's solution](#)

2065.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Mango2011's solution](#)

2066.

152D

[Frames](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2600 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

2067.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Mango2011's solution](#)

2068.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2069.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Mango2011's solution](#)

2070.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Mango2011's solution](#)

2071.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Mango2011's solution](#)

2072.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[Mango2011's solution](#)

2073.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Mango2011's solution](#)

2074.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Mango2011's solution](#)

2075.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2076.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

2077.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

2078.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Mango2011's solution](#)

2079.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Mango2011's solution](#)

2080.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[Mango2011's solution](#)

2081.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Mango2011's solution](#)

2082.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Mango2011's solution](#)

2083.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Mango2011's solution](#)

2084.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

2085.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Mango2011's solution](#)

2086.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Mango2011's solution](#)

2087.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[Mango2011's solution](#)

2088.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[Mango2011's solution](#)

2089.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Mango2011's solution](#)

2090.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mango2011's solution](#)

2091.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

2092.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Mango2011's solution](#)

2093.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Mango2011's solution](#)

2094.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

2095.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2096.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[Mango2011's solution](#)

2097.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2025-01-01 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2098.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Mango2011's solution](#)

2099.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Mango2011's solution](#)

2100.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: fft

[Mango2011's solution](#)

2101.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Mango2011's solution](#)

2102.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Mango2011's solution](#)

2103.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[Mango2011's solution](#)

2104.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2025-01-01 · last AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[Mango2011's solution](#)

2105.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[Mango2011's solution](#)

2106.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[Mango2011's solution](#)

2107.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2108.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2109.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, fft, math, number theory

[Mango2011's solution](#)

2110.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Mango2011's solution](#)

2111.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Mango2011's solution](#)

2112.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Mango2011's solution](#)

2113.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mango2011's solution](#)

2114.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

2115.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

2116.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2117.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Mango2011's solution](#)

2118.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mango2011's solution](#)

2119.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Mango2011's solution](#)

2120.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Mango2011's solution](#)

2121.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Mango2011's solution](#)

2122.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Mango2011's solution](#)

2123.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Mango2011's solution](#)

2124.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

2125.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Mango2011's solution](#)

2126.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Mango2011's solution](#)

2127.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Mango2011's solution](#)

2128.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Mango2011's solution](#)

2129.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Mango2011's solution](#)

2130.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Mango2011's solution](#)

2131.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

2132.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[Mango2011's solution](#)

2133.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2134.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mango2011's solution](#)

2135.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[Mango2011's solution](#)

2136.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Mango2011's solution](#)

2137.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Mango2011's solution](#)

2138.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[Mango2011's solution](#)

2139.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[Mango2011's solution](#)

2140.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-10-28 · last AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Mango2011's solution](#)

2141.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Mango2011's solution](#)

2142.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Mango2011's solution](#)

2143.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Mango2011's solution](#)

2144.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Mango2011's solution](#)

2145.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[Mango2011's solution](#)

2146.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

2147.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Mango2011's solution](#)

2148.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2149.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Mango2011's solution](#)

2150.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Mango2011's solution](#)

2151.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

2152.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: probabilities, shortest paths

[Mango2011's solution](#)

2153.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Mango2011's solution](#)

2154.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Mango2011's solution](#)

2155.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Mango2011's solution](#)

2156.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[Mango2011's solution](#)

2157.

256D

[Liars and Serge](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2700 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2158.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Mango2011's solution](#)

2159.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

2160.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mango2011's solution](#)

2161.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Mango2011's solution](#)

2162.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Mango2011's solution](#)

2163.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Mango2011's solution](#)

2164.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Mango2011's solution](#)

2165.

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2166.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices

[Mango2011's solution](#)

2167.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, math, sortings

[Mango2011's solution](#)

2168.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Mango2011's solution](#)

2169.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2170.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Mango2011's solution](#)

2171.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Mango2011's solution](#)

2172.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Mango2011's solution](#)

2173.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2174.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings, two pointers

[Mango2011's solution](#)

2175.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Mango2011's solution](#)

2176.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Mango2011's solution](#)

2177.

1194G

[Another Meme Problem](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2700 · first AC: 2025-05-12 · last AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2178.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Mango2011's solution](#)

2179.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Mango2011's solution](#)

2180.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Mango2011's solution](#)

2181.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[Mango2011's solution](#)

2182.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[Mango2011's solution](#)

2183.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing
[Mango2011's solution](#)

2184.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities
[Mango2011's solution](#)

2185.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[Mango2011's solution](#)

2186.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[Mango2011's solution](#)

2187.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs
[Mango2011's solution](#)

2188.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[Mango2011's solution](#)

2189.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry
[Mango2011's solution](#)

2190.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers
[Mango2011's solution](#)

2191.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[Mango2011's solution](#)

2192.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing

[Mango2011's solution](#)

2193.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Mango2011's solution](#)

2194.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory

[Mango2011's solution](#)

2195.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2196.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, strings

[Mango2011's solution](#)

2197.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mango2011's solution](#)

2198.

833C

[Ever-Hungry Krakoznyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, math

[Mango2011's solution](#)

2199.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[Mango2011's solution](#)

2200.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2201.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2202.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Mango2011's solution](#)

2203.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Mango2011's solution](#)

2204.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Mango2011's solution](#)

2205.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Mango2011's solution](#)

2206.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Mango2011's solution](#)

2207.

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[Mango2011's solution](#)

2208.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[Mango2011's solution](#)

2209.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Mango2011's solution](#)

2210.

98E

[Help Shrek and Donkey](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2700 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Mango2011's solution](#)

2211.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

2212.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities, trees

[Mango2011's solution](#)

2213.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

2214.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Mango2011's solution](#)

2215.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Mango2011's solution](#)

2216.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Mango2011's solution](#)

2217.

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

2218.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[Mango2011's solution](#)

2219.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Mango2011's solution](#)

2220.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Mango2011's solution](#)

2221.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Mango2011's solution](#)

2222.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Mango2011's solution](#)

2223.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Mango2011's solution](#)

2224.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2225.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[Mango2011's solution](#)

2226.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Mango2011's solution](#)

2227.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[Mango2011's solution](#)

2228.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games

[Mango2011's solution](#)

2229.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Mango2011's solution](#)

2230.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Mango2011's solution](#)

2231.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[Mango2011's solution](#)

2232.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[Mango2011's solution](#)

2233.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Mango2011's solution](#)

2234.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Mango2011's solution](#)

2235.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[Mango2011's solution](#)

2236.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Mango2011's solution](#)

2237.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mango2011's solution](#)

2238.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Mango2011's solution](#)

2239.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mango2011's solution](#)

2240.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[Mango2011's solution](#)

2241.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, math

[Mango2011's solution](#)

2242.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Mango2011's solution](#)

2243.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Mango2011's solution](#)

2244.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[Mango2011's solution](#)

2245.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Mango2011's solution](#)

2246.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Mango2011's solution](#)

2247.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Mango2011's solution](#)

2248.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Mango2011's solution](#)

2249.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2250.

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[Mango2011's solution](#)

2251.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Mango2011's solution](#)

2252.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Mango2011's solution](#)

2253.

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-02-24 · last AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Mango2011's solution](#)

2254.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Mango2011's solution](#)

2255.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2256.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities, trees

[Mango2011's solution](#)

2257.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Mango2011's solution](#)

2258.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Mango2011's solution](#)

2259.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[Mango2011's solution](#)

2260.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Mango2011's solution](#)

2261.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Mango2011's solution](#)

2262.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

2263.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[Mango2011's solution](#)

2264.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities

[Mango2011's solution](#)

2265.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Mango2011's solution](#)

2266.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Mango2011's solution](#)

2267.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[Mango2011's solution](#)

2268.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Mango2011's solution](#)

2269.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: hashing

[Mango2011's solution](#)

2270.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Mango2011's solution](#)

2271.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Mango2011's solution](#)

2272.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Mango2011's solution](#)

2273.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

2274.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mango2011's solution](#)

2275.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

2276.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Mango2011's solution](#)

2277.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Mango2011's solution](#)

2278.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Mango2011's solution](#)

2279.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Mango2011's solution](#)

2280.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Mango2011's solution](#)

2281.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Mango2011's solution](#)

2282.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[Mango2011's solution](#)

2283.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Mango2011's solution](#)

2284.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Mango2011's solution](#)

2285.

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Mango2011's solution](#)

2286.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2287.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Mango2011's solution](#)

2288.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Mango2011's solution](#)

2289.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, trees

[Mango2011's solution](#)

2290.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Mango2011's solution](#)

2291.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2292.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Mango2011's solution](#)

2293.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Mango2011's solution](#)

2294.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Mango2011's solution](#)

2295.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Mango2011's solution](#)

2296.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Mango2011's solution](#)

2297.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, probabilities, two pointers

[Mango2011's solution](#)

2298.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2299.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Mango2011's solution](#)

2300.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Mango2011's solution](#)

2301.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Mango2011's solution](#)

2302.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Mango2011's solution](#)

2303.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Mango2011's solution](#)

2304.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Mango2011's solution](#)

2305.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[Mango2011's solution](#)

2306.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Mango2011's solution](#)

2307.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings

[Mango2011's solution](#)

2308.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Mango2011's solution](#)

2309.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2310.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Mango2011's solution](#)

2311.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[Mango2011's solution](#)

2312.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Mango2011's solution](#)

2313.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs

[Mango2011's solution](#)

2314.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Mango2011's solution](#)

2315.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Mango2011's solution](#)

2316.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

2317.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Mango2011's solution](#)

2318.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Mango2011's solution](#)

2319.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2026-02-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Mango2011's solution](#)

2320.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Mango2011's solution](#)

2321.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Mango2011's solution](#)

2322.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-07-13 · last AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Mango2011's solution](#)

2323.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2324.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Mango2011's solution](#)

2325.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Mango2011's solution](#)

2326.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Mango2011's solution](#)

2327.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Mango2011's solution](#)

2328.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Mango2011's solution](#)

2329.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[Mango2011's solution](#)

2330.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Mango2011's solution](#)

2331.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Mango2011's solution](#)

2332.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Mango2011's solution](#)

2333.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar,

trees

[Mango2011's solution](#)

2334.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Mango2011's solution](#)

2335.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Mango2011's solution](#)

2336.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

2337.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mango2011's solution](#)

2338.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Mango2011's solution](#)

2339.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Mango2011's solution](#)

2340.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[Mango2011's solution](#)

2341.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Mango2011's solution](#)

2342.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Mango2011's solution](#)

2343.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

2344.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Mango2011's solution](#)

2345.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2346.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Mango2011's solution](#)

2347.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Mango2011's solution](#)

2348.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Mango2011's solution](#)

2349.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

2350.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mango2011's solution](#)

2351.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2352.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Mango2011's solution](#)

2353.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, number theory

[Mango2011's solution](#)

2354.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2025-08-09 · last AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Mango2011's solution](#)

2355.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Mango2011's solution](#)

2356.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2025-06-05 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Mango2011's solution](#)

2357.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, fft, math

[Mango2011's solution](#)

2358.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory

[Mango2011's solution](#)

2359.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings, math, trees

[Mango2011's solution](#)

2360.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[Mango2011's solution](#)

2361.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[Mango2011's solution](#)

2362.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[Mango2011's solution](#)

2363.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings

[Mango2011's solution](#)

2364.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[Mango2011's solution](#)

2365.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Mango2011's solution](#)

2366.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry
[Mango2011's solution](#)

2367.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[Mango2011's solution](#)

2368.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Mango2011's solution](#)

2369.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Mango2011's solution](#)

2370.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[Mango2011's solution](#)

2371.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[Mango2011's solution](#)

2372.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mango2011's solution](#)

2373.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[Mango2011's solution](#)

2374.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

2375.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2376.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, probabilities

[Mango2011's solution](#)

2377.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Mango2011's solution](#)

2378.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Mango2011's solution](#)

2379.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mango2011's solution](#)

2380.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2381.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Mango2011's solution](#)

2382.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Mango2011's solution](#)

2383.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2384.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Mango2011's solution](#)

2385.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[Mango2011's solution](#)

2386.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2387.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Mango2011's solution](#)

2388.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2389.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Mango2011's solution](#)

2390.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[Mango2011's solution](#)

2391.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Mango2011's solution](#)

2392.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2393.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Mango2011's solution](#)

2394.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Mango2011's solution](#)

2395.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Mango2011's solution](#)

2396.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Mango2011's solution](#)

2397.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Mango2011's solution](#)

2398.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

2399.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Mango2011's solution](#)

2400.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Mango2011's solution](#)

2401.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2402.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

2403.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[Mango2011's solution](#)

2404.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Mango2011's solution](#)

2405.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2406.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Mango2011's solution](#)

2407.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Mango2011's solution](#)

2408.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mango2011's solution](#)

2409.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Mango2011's solution](#)

2410.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Mango2011's solution](#)

2411.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory

[Mango2011's solution](#)

2412.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Mango2011's solution](#)

2413.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Mango2011's solution](#)

2414.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Mango2011's solution](#)

2415.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Mango2011's solution](#)

2416.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Mango2011's solution](#)

2417.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[Mango2011's solution](#)

2418.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Mango2011's solution](#)

2419.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Mango2011's solution](#)

2420.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mango2011's solution](#)

2421.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Mango2011's solution](#)

2422.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

2423.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Mango2011's solution](#)

2424.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[Mango2011's solution](#)

2425.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2025-05-06 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data

structures, dp, greedy, math, probabilities, two pointers

[Mango2011's solution](#)

2426.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[Mango2011's solution](#)

2427.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2428.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Mango2011's solution](#)

2429.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mango2011's solution](#)

2430.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Mango2011's solution](#)

2431.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Mango2011's solution](#)

2432.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Mango2011's solution](#)

2433.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Mango2011's solution](#)

2434.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

2435.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[Mango2011's solution](#)

2436.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mango2011's solution](#)

2437.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Mango2011's solution](#)

2438.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Mango2011's solution](#)

2439.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2440.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Mango2011's solution](#)

2441.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mango2011's solution](#)

2442.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Mango2011's solution](#)

2443.

862F

[Mahmoud and Ehab and the final stage](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 2900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Mango2011's solution](#)

2444.

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[Mango2011's solution](#)

2445.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Mango2011's solution](#)

2446.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[Mango2011's solution](#)

2447.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry
[Mango2011's solution](#)

2448.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[Mango2011's solution](#)

2449.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy
[Mango2011's solution](#)

2450.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows
[Mango2011's solution](#)

2451.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, matrices
[Mango2011's solution](#)

2452.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[Mango2011's solution](#)

2453.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2026-03-16 · last AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[Mango2011's solution](#)

2454.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[Mango2011's solution](#)

2455.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: strings, trees
[Mango2011's solution](#)

2456.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs,

implementation

[Mango2011's solution](#)

2457.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mango2011's solution](#)

2458.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft

[Mango2011's solution](#)

2459.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Mango2011's solution](#)

2460.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2026-03-01 · last AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Mango2011's solution](#)

2461.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

2462.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Mango2011's solution](#)

2463.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Mango2011's solution](#)

2464.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Mango2011's solution](#)

2465.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[Mango2011's solution](#)

2466.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2026-02-02 · last AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, greedy

[Mango2011's solution](#)

2467.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Mango2011's solution](#)

2468.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

2469.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

2470.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Mango2011's solution](#)

2471.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Mango2011's solution](#)

2472.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[Mango2011's solution](#)

2473.

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2474.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

2475.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Mango2011's solution](#)

2476.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry

[Mango2011's solution](#)

2477.

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2478.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

2479.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Mango2011's solution](#)

2480.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle

[Mango2011's solution](#)

2481.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Mango2011's solution](#)

2482.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Mango2011's solution](#)

2483.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Mango2011's solution](#)

2484.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Mango2011's solution](#)

2485.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, math, matrices

[Mango2011's solution](#)

2486.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Mango2011's solution](#)

2487.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

2488.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

2489.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Mango2011's solution](#)

2490.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Mango2011's solution](#)

2491.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Mango2011's solution](#)

2492.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Mango2011's solution](#)

2493.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Mango2011's solution](#)

2494.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2495.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[Mango2011's solution](#)

2496.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math

[Mango2011's solution](#)

2497.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Mango2011's solution](#)

2498.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Mango2011's solution](#)

2499.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Mango2011's solution](#)

2500.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive, shortest paths

[Mango2011's solution](#)

2501.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Mango2011's solution](#)

2502.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Mango2011's solution](#)

2503.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2504.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mango2011's solution](#)

2505.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Mango2011's solution](#)

2506.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Mango2011's solution](#)

2507.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2508.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[Mango2011's solution](#)

2509.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Mango2011's solution](#)

2510.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mango2011's solution](#)

2511.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Mango2011's solution](#)

2512.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[Mango2011's solution](#)

2513.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2514.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[Mango2011's solution](#)

2515.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Mango2011's solution](#)

2516.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Mango2011's solution](#)

2517.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory, probabilities

[Mango2011's solution](#)

2518.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2519.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2520.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, math

[Mango2011's solution](#)

2521.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Mango2011's solution](#)

2522.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

2523.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Mango2011's solution](#)

2524.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

2525.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[Mango2011's solution](#)

2526.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Mango2011's solution](#)

2527.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Mango2011's solution](#)

2528.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[Mango2011's solution](#)

2529.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Mango2011's solution](#)

2530.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[Mango2011's solution](#)

2531.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2532.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Mango2011's solution](#)

2533.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Mango2011's solution](#)

2534.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Mango2011's solution](#)

2535.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[Mango2011's solution](#)

2536.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Mango2011's solution](#)

2537.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, probabilities

[Mango2011's solution](#)

2538.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2539.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Mango2011's solution](#)

2540.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2025-07-24 · last AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2541.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Mango2011's solution](#)

2542.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[Mango2011's solution](#)

2543.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Mango2011's solution](#)

2544.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Mango2011's solution](#)

2545.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Mango2011's solution](#)

2546.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Mango2011's solution](#)

2547.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[Mango2011's solution](#)

2548.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Mango2011's solution](#)

2549.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Mango2011's solution](#)

2550.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Mango2011's solution](#)

2551.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Mango2011's solution](#)

2552.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Mango2011's solution](#)

2553.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Mango2011's solution](#)

2554.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Mango2011's solution](#)

2555.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

2556.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Mango2011's solution](#)

2557.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Mango2011's solution](#)

2558.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mango2011's solution](#)

2559.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Mango2011's solution](#)

2560.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

2561.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Mango2011's solution](#)

2562.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[Mango2011's solution](#)

2563.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[Mango2011's solution](#)

2564.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[Mango2011's solution](#)

2565.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

2566.

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 258 global accepts · Rating: 3000 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

2567.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Mango2011's solution](#)

2568.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Mango2011's solution](#)

2569.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

2570.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, strings

[Mango2011's solution](#)

2571.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Mango2011's solution](#)

2572.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory

[Mango2011's solution](#)

2573.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[Mango2011's solution](#)

2574.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Mango2011's solution](#)

2575.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Mango2011's solution](#)

2576.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2577.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Mango2011's solution](#)

2578.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Mango2011's solution](#)

2579.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[Mango2011's solution](#)

2580.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

number theory

[Mango2011's solution](#)

2581.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Mango2011's solution](#)

2582.

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2583.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Mango2011's solution](#)

2584.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Mango2011's solution](#)

2585.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mango2011's solution](#)

2586.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Mango2011's solution](#)

2587.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mango2011's solution](#)

2588.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Mango2011's solution](#)

2589.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2590.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[Mango2011's solution](#)

2591.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft
[Mango2011's solution](#)

2592.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Mango2011's solution](#)

2593.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[Mango2011's solution](#)

2594.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Mango2011's solution](#)

2595.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Mango2011's solution](#)

2596.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Mango2011's solution](#)

2597.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[Mango2011's solution](#)

2598.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mango2011's solution](#)

2599.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Mango2011's solution](#)

2600.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Mango2011's solution](#)

2601.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Mango2011's solution](#)

2602.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[Mango2011's solution](#)

2603.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive
[Mango2011's solution](#)

2604.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings
[Mango2011's solution](#)

2605.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[Mango2011's solution](#)

2606.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive, shortest paths
[Mango2011's solution](#)

2607.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs
[Mango2011's solution](#)

2608.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[Mango2011's solution](#)

2609.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees
[Mango2011's solution](#)

2610.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[Mango2011's solution](#)

2611.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[Mango2011's solution](#)

2612.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[Mango2011's solution](#)

2613.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Mango2011's solution](#)

2614.

2120G

[Eulerian Line Graph](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3000 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[Mango2011's solution](#)

2615.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-06-18 · last AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Mango2011's solution](#)

2616.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[Mango2011's solution](#)

2617.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Mango2011's solution](#)

2618.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Mango2011's solution](#)

2619.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[Mango2011's solution](#)

2620.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Mango2011's solution](#)

2621.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Mango2011's solution](#)

2622.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Mango2011's solution](#)

2623.

1425C

[Captain of Knights](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3100 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mango2011's solution](#)

2624.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Mango2011's solution](#)

2625.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory

[Mango2011's solution](#)

2626.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Mango2011's solution](#)

2627.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mango2011's solution](#)

2628.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

2629.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Mango2011's solution](#)

2630.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[Mango2011's solution](#)

2631.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings

[Mango2011's solution](#)

2632.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[Mango2011's solution](#)

2633.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, math
[Mango2011's solution](#)

2634.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers
[Mango2011's solution](#)

2635.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2026-03-04 · last AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees
[Mango2011's solution](#)

2636.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[Mango2011's solution](#)

2637.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Mango2011's solution](#)

2638.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees
[Mango2011's solution](#)

2639.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math
[Mango2011's solution](#)

2640.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[Mango2011's solution](#)

2641.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Mango2011's solution](#)

2642.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math, number theory, trees
[Mango2011's solution](#)

2643.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mango2011's solution](#)

2644.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Mango2011's solution](#)

2645.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mango2011's solution](#)

2646.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Mango2011's solution](#)

2647.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy

[Mango2011's solution](#)

2648.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[Mango2011's solution](#)

2649.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Mango2011's solution](#)

2650.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Mango2011's solution](#)

2651.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Mango2011's solution](#)

2652.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2653.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mango2011's solution](#)

2654.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

2655.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2656.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2657.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mango2011's solution](#)

2658.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Mango2011's solution](#)

2659.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Mango2011's solution](#)

2660.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees

[Mango2011's solution](#)

2661.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Mango2011's solution](#)

2662.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Mango2011's solution](#)

2663.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Mango2011's solution](#)

2664.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

2665.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Mango2011's solution](#)

2666.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Mango2011's solution](#)

2667.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Mango2011's solution](#)

2668.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Mango2011's solution](#)

2669.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Mango2011's solution](#)

2670.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Mango2011's solution](#)

2671.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2672.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Mango2011's solution](#)

2673.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Mango2011's solution](#)

2674.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2675.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Mango2011's solution](#)

2676.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Mango2011's solution](#)

2677.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2678.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Mango2011's solution](#)

2679.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2024-05-02 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Mango2011's solution](#)

2680.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mango2011's solution](#)

2681.

1599E

[Two Arrays](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, matrices

[Mango2011's solution](#)

2682.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mango2011's solution](#)

2683.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mango2011's solution](#)

2684.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mango2011's solution](#)

2685.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Mango2011's solution](#)

2686.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mango2011's solution](#)

2687.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[Mango2011's solution](#)

2688.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Mango2011's solution](#)

2689.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[Mango2011's solution](#)

2690.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mango2011's solution](#)

2691.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Mango2011's solution](#)

2692.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Mango2011's solution](#)

2693.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Mango2011's solution](#)

2694.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[Mango2011's solution](#)

2695.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2696.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2697.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

2698.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[Mango2011's solution](#)

2699.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Mango2011's solution](#)

2700.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Mango2011's solution](#)

2701.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[Mango2011's solution](#)

2702.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Mango2011's solution](#)

2703.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Mango2011's solution](#)

2704.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Mango2011's solution](#)

2705.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Mango2011's solution](#)

2706.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Mango2011's solution](#)

2707.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

2708.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2709.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2026-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, string suffix structures

[Mango2011's solution](#)

2710.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mango2011's solution](#)

2711.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Mango2011's solution](#)

2712.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[Mango2011's solution](#)

2713.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Mango2011's solution](#)

2714.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mango2011's solution](#)

2715.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Mango2011's solution](#)

2716.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Mango2011's solution](#)

2717.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Mango2011's solution](#)

2718.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Mango2011's solution](#)

2719.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Mango2011's solution](#)

2720.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Mango2011's solution](#)

2721.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Mango2011's solution](#)

2722.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Mango2011's solution](#)

2723.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mango2011's solution](#)

2724.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Mango2011's solution](#)

2725.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Mango2011's solution](#)

2726.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number

theory

[Mango2011's solution](#)

2727.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Mango2011's solution](#)

2728.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Mango2011's solution](#)

2729.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Mango2011's solution](#)

2730.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mango2011's solution](#)

2731.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

[Mango2011's solution](#)

2732.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[Mango2011's solution](#)

2733.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Mango2011's solution](#)

2734.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mango2011's solution](#)

2735.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[Mango2011's solution](#)

2736.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[Mango2011's solution](#)

2737.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Mango2011's solution](#)

2738.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

2739.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Mango2011's solution](#)

2740.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

2741.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[Mango2011's solution](#)

2742.

2046F2

[Yandex Cuneiform \(Hard Version\)](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Mango2011's solution](#)

2743.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[Mango2011's solution](#)

2744.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mango2011's solution](#)

2745.

2046E2

[Cheops and a Contest \(Hard Version\)](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3500 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mango2011's solution](#)

2746.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Mango2011's solution](#)

2747.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[Mango2011's solution](#)

2748.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mango2011's solution](#)

2749.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Mango2011's solution](#)

2750.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Mango2011's solution](#)

2751.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-03-20 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Mango2011's solution](#)

2752.

1824E

[LuoTianyi and Cartridge](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3500 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Mango2011's solution](#)

2753.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

2754.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

2755.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

2756.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mango2011's solution](#)

2757.

105257G

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

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2758.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2759.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2760.

105182K

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

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2761.

105182I

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2762.

105182H

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2763.

105182D

[Black and White Bead String](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2764.

105182C

[Add](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mango2011's solution](#)

2765.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Mango2011's solution](#)

2766.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[Mango2011's solution](#)

2767.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[Mango2011's solution](#)

2768.

104639L

[KaChang!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2769.

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2770.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2771.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2772.

104081L

[Turtle](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2773.

104081I

[Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2774.

104081G

[c++ TUBSSa](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2775.

104081C

[mKufra](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2776.

104081A

[Olexa](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2777.

104081E

[w306](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2778.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-09-02 · last AC: 2023-09-02 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Mango2011's solution](#)

2779.

1812I

[Mountain Climber](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Mango2011's solution](#)

2780.

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, interactive

[Mango2011's solution](#)

2781.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Mango2011's solution](#)

2782.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory

[Mango2011's solution](#)

2783.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-09-02 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math

[Mango2011's solution](#)

2784.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-09-02 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory

[Mango2011's solution](#)

2785.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Mango2011's solution](#)

2786.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[Mango2011's solution](#)

2787.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-09-02 · PHP (first AC) · Tags: *special, expression parsing, strings

[Mango2011's solution](#)

2788.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2789.

104493E

[Sad Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2790.

104432A

[Easy Peasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2791.

1044401

[B\\$>CÂ&Că9CT@](#)

Rating: — · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2792.

1044411

[Long training](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2793.

104148A

[B 100DÄ: Că GC,,ACT;](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2794.

104415D

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

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2795.

104159F

[Wordland](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2796.

104159E

[A\\$5D AD\\$>C\\$KCR AD\\$>C`1D°](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mango2011's solution](#)

2797.

104369A

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

Rating: — · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2798.

104168A

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

Rating: — · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2799.

103496B1

[Basketbology \(Decision\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2800.

103496A

[Alice, Bob, and Cindy, and Dani](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2801.

1040991

[A,,TCÄ5CÖ5CÖ8Dò BCT<Cô5D 0D\\$CD K](#)

Rating: — · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2802.

103660A

[Who is The 19th ZUCCPC Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2803.

103714I

[A-C0C0D:C A CÄ0Cα>CÀ](#)

Rating: — · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2804.

103714B

[B40CäB C45Cä<CTBD 8C€](#)

Rating: — · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2805.

103714A

[AD8CäCä<](#)

Rating: — · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2806.

104101A

[OP](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2807.

104329C1

[Permutaion Construction\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-26 · last AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2808.

104329A

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

Rating: — · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2809.

104322M

[NTQCVUk1z](#)

Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2810.

104355C

[YRg](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2811.

104355B

[SYKsrl](#)

Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2812.

104355A

[YT4](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2813.

104317B

[Bespread with chequers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2814.

104317A

[Antiamuny wants to learn binary search](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2815.

104353D

[Idiot RnU](#)

Rating: — · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2816.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2817.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2818.

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2819.

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2820.

104380J

[No 7](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2821.

104380I

[Bad Grades](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2822.

104380C

[Number Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2823.

104381F

[Hello World!](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2824.

104381H

[Grocery Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · last AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2825.

104381A

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2826.

104303A

[{~R0} Official](#)

Rating: — · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2827.

104339A

[Three kings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)

2828.

104339B

[Four kettlebells](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Mango2011's solution](#)