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Unique solved — Mangooste

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1.

2172A

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2.

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3.

2153B

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4.

2153A

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5.

2155A

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6.

2143A

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7.

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8.

2034A

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9.

2127A

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10.

2103A

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11.

1773F

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12.

2122A

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13.

2096A

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14.

2124A

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15.

2110A

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16.

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17.

2108A

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18.

2084A

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19.

2059A

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- 20.**
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- 21.**
1981A
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[Mangooste's solution](#)
- 22.**
2048A
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2035A
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2001A
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2002A
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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
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1998A
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31.

1991A

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32.

1989A

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33.

1995A

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34.

1942A

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35.

1919B

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36.

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37.

1994A

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38.

1987A

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39.

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40.

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41.

1984A

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42.

1977A

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Quality: 39,196 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math

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43.

1976A

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44.

1975A

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45.

1896A

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46.

1909A

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47.

1946A

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48.

1935A

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49.

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50.

1930A

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51.

1922A

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52.

1903A

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53.

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54.

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55.

1891A

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56.

1898A

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57.

1905A

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Quality: 24,430 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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58.

1882A

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59.

1870A

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60.

1017A

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61.

1866A

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62.

1861A

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63.

1863A

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64.

1864A

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65.

1849A

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66.

1842A

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67.

1844A

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68.

1847A

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69.

1845A

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70.

1838A

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71.

1810B

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72.

1810A

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73.

1798A

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74.

1804A

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75.

1809A

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76.

1799A

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77.

1794A

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78.

1789A

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79.

1789B

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80.

1740B

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81.

1740A

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82.

1787A

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83.

1788A

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84.

1778A

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85.

1780A

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86.

1777A

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87.

1781A

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88.

1775A1

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89.

1783A

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90.

1774A

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91.

1392B

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92.

1392A

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93.

1746B

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94.

1746A

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95.

1615A

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96.

1758A

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97.

1779A

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98.

1764A

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99.

1731A

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100.

1761A

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101.

1748A

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

Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math
[Mangooste's solution](#)

102.

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, math
[Mangooste's solution](#)

103.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Mangooste's solution](#)

104.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Mangooste's solution](#)

105.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Mangooste's solution](#)

106.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

107.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Mangooste's solution](#)

108.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

109.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

110.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

111.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Mangooste's solution](#)

112.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Mangooste's solution](#)

113.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

114.

1728B

[Best Permutation](#) · [Tutorial](#)

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

[Mangooste's solution](#)

115.

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Mangooste's solution](#)

116.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

117.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Mangooste's solution](#)

118.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

119.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation

[Mangooste's solution](#)

120.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

121.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

122.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

123.

1711A

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

Quality: 26,501 global accepts · Rating: 800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

124.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Mangooste's solution](#)

125.

1705A

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

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

126.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Mangooste's solution](#)

127.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

128.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

129.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

130.

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

131.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Mangooste's solution](#)

132.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mangooste's solution](#)

133.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,873 global accepts · Rating: 800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Mangooste's solution](#)

134.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

135.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: games

[Mangooste's solution](#)

136.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,739 global accepts · Rating: 800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

137.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Mangooste's solution](#)

138.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Mangooste's solution](#)

139.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,342 global accepts · Rating: 800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

140.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

141.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

142.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Mangooste's solution](#)

143.

1682A

[Palindromic Indices](#) · [Tutorial](#)

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

144.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

145.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Mangooste's solution](#)

146.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

147.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

148.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

149.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[Mangooste's solution](#)

150.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

151.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

152.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,994 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Mangooste's solution](#)

153.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[Mangooste's solution](#)

154.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

155.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

156.

1652B

[Prefix Removals](#) · [Tutorial](#)

Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Mangooste's solution](#)

157.

1652A

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

Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Mangooste's solution](#)

158.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

159.

1594A

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

Quality: 27,118 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

160.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Mangooste's solution](#)

161.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Mangooste's solution](#)

162.

1557A

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

Quality: 29,145 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Mangooste's solution](#)

163.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

164.

1552A

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

Quality: 25,339 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[Mangooste's solution](#)

165.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

166.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

167.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

168.

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

169.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

170.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

171.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

172.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Mangooste's solution](#)

173.

1547A

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

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

174.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

175.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

176.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Mangooste's solution](#)

177.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Mangooste's solution](#)

178.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,897 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Mangooste's solution](#)

179.

1482A

[Prison Break](#) · [Tutorial](#)

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

[Mangooste's solution](#)

180.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

sortings

[Mangooste's solution](#)

181.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

182.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

183.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Mangooste's solution](#)

184.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,291 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

185.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Mangooste's solution](#)

186.

1405A

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

Quality: 21,906 global accepts · Rating: 800 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

187.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Mangooste's solution](#)

188.

1398B

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

Quality: 25,901 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Mangooste's solution](#)

189.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Mangooste's solution](#)

190.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

191.

1388A

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

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

[Mangooste's solution](#)

192.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Mangooste's solution](#)

193.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Mangooste's solution](#)

194.

1372A

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

Quality: 33,480 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

195.

1374A

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

Quality: 64,175 global accepts · Rating: 800 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

196.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,255 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

197.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Mangooste's solution](#)

198.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,450 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Mangooste's solution](#)

199.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Mangooste's solution](#)

200.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,040 global accepts · Rating: 800 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

201.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Mangooste's solution](#)

202.

1352A

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

Quality: 104,088 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

203.

1285A

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

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

204.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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205.

1351A

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Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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206.

1301A

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Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

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207.

1088A

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Quality: 17,636 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

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208.

1228A

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209.

1348A

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Quality: 42,845 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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210.

931A

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Quality: 13,089 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Mangooste's solution](#)

211.

1335A

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Quality: 104,775 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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212.

1230A

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Quality: 22,921 global accepts · Rating: 800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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213.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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214.

1303A

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Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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215.

1287A

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Quality: 22,435 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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216.

1284A

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217.

1270A

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218.

1255A

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219.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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220.

1223A

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Quality: 22,286 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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221.

1207A

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[Mangooste's solution](#)

222.

1206A

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223.

1194A

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224.

1189A

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[Mangooste's solution](#)

225.

1180A

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226.

2110B

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[Mangooste's solution](#)

227.

2048B

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228.

1089L

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Quality: 4,717 global accepts · Rating: 900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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229.

2035B

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[Mangooste's solution](#)

230.

1267B

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Quality: 4,538 global accepts · Rating: 900 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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231.

2005A

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

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[Mangooste's solution](#)

232.

1988A

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233.

1988B

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[Mangooste's solution](#)

234.

1990A

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Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
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235.

1951A

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Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

236.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
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237.

1973A

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238.

1666D

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Quality: 20,094 global accepts · Rating: 900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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239.

1860A

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Quality: 23,572 global accepts · Rating: 900 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
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240.

1848A

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Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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241.

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
[Mangooste's solution](#)

242.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,848 global accepts · Rating: 900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

243.

1777B

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Quality: 19,194 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[Mangooste's solution](#)

244.

1775A2

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Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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245.

1758B

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Quality: 23,888 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

246.

1779B

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[Mangooste's solution](#)

247.

1764B

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248.

1771A

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249.

1749B

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[Mangooste's solution](#)

250.

1747B

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251.

1737A

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252.

1735B

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253.

1733B

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254.

1726A

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1709B

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256.

1705B

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257.

1699B

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258.

1696B

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259.

1697B

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260.

981A

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Quality: 10,328 global accepts · Rating: 900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Mangooste's solution](#)

261.

1689B

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262.

1610A

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[Mangooste's solution](#)

263.

1559A

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Quality: 45,572 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Mangooste's solution](#)

264.

1559B

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

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265.

1555A

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[Mangooste's solution](#)

266.

1543B

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267.

1543A

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268.

1537B

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269.

1496A

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270.

1079A

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Rating: 900 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

271.

1467A

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272.

1420A

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273.

1419A

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274.

1406A

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[Mangooste's solution](#)

275.

1380A

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[Mangooste's solution](#)

276.

1374B

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[Mangooste's solution](#)

277.

1373B

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278.

1354A

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[Mangooste's solution](#)

279.

1350A

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Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math

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280.

1291A

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281.

1351B

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Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Mangooste's solution](#)

282.

1175A

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Quality: 19,764 global accepts · Rating: 900 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

283.

1187A

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Quality: 15,543 global accepts · Rating: 900 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

284.

1341A

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Quality: 30,426 global accepts · Rating: 900 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

285.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

286.

1339A

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Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Mangooste's solution](#)

287.

1335B

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Quality: 42,594 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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288.

1326B

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Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

289.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Mangooste's solution](#)

290.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Mangooste's solution](#)

291.

1225A

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

Quality: 16,622 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Mangooste's solution](#)

292.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

293.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,508 global accepts · Rating: 900 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Mangooste's solution](#)

294.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

295.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,248 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

296.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,910 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Mangooste's solution](#)

297.

2144B

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

Quality: 18,469 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

298.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Mangooste's solution](#)

299.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,268 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Mangooste's solution](#)

300.

2005B1

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

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Mangooste's solution](#)

301.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Mangooste's solution](#)

302.

1998B

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

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

303.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

304.

1975B

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

Quality: 21,067 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Mangooste's solution](#)

305.

1970A1

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

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

[Mangooste's solution](#)

306.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Mangooste's solution](#)

307.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,227 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Mangooste's solution](#)

308.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mangooste's solution](#)

309.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,359 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Mangooste's solution](#)

310.

1844B

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

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

[Mangooste's solution](#)

311.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Mangooste's solution](#)

312.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Mangooste's solution](#)

313.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

314.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,344 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Mangooste's solution](#)

315.

1784A

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

Quality: 17,136 global accepts · Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Mangooste's solution](#)

316.

1781B

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

Quality: 14,755 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Mangooste's solution](#)

317.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

318.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Mangooste's solution](#)

319.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mangooste's solution](#)

320.

1769B1

[A=7068D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[Mangooste's solution](#)

321.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

322.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,688 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Mangooste's solution](#)

323.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Mangooste's solution](#)

324.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

325.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Mangooste's solution](#)

326.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Mangooste's solution](#)

327.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Mangooste's solution](#)

328.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

329.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Mangooste's solution](#)

330.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,104 global accepts · Rating: 1000 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

331.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Mangooste's solution](#)

332.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

333.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

334.

1521A

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

Quality: 42,038 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

335.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,881 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Mangooste's solution](#)

336.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,060 global accepts · Rating: 1000 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Mangooste's solution](#)

337.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

338.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Mangooste's solution](#)

339.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,830 global accepts · Rating: 1000 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

340.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

341.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

342.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,909 global accepts · Rating: 1000 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

343.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

344.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1000 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

345.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Mangooste's solution](#)

346.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

347.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

348.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Mangooste's solution](#)

349.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Mangooste's solution](#)

350.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

351.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings, two pointers

[Mangooste's solution](#)

352.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,585 global accepts · Rating: 1000 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[Mangooste's solution](#)

353.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,414 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Mangooste's solution](#)

354.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Mangooste's solution](#)

355.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,486 global accepts · Rating: 1000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Mangooste's solution](#)

356.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Mangooste's solution](#)

357.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,630 global accepts · Rating: 1000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Mangooste's solution](#)

358.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Mangooste's solution](#)

359.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,523 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[Mangooste's solution](#)

360.

1225B1

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

Quality: 12,518 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Mangooste's solution](#)

361.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Mangooste's solution](#)

362.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Mangooste's solution](#)

363.

1177A

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

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: implementation

[Mangooste's solution](#)

364.

2155B

[Abraham's Great Escape · Tutorial](#)

Quality: 16,986 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Mangooste's solution](#)

365.

2103B

[Binary Typewriter · Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

366.

2122B

[Pile Shuffling · Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

367.

2096B

[Wonderful Gloves · Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Mangooste's solution](#)

368.

2107B

[Apples in Boxes · Tutorial](#)

Quality: 19,800 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Mangooste's solution](#)

369.

2084B

[MIN = GCD · Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)

370.

2061B

[Kevin and Geometry · Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Mangooste's solution](#)

371.

1993B

[Parity and Sum · Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

372.

1991B

[AND Reconstruction · Tutorial](#)

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Mangooste's solution](#)

373.

1995B1

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

Quality: 20,983 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy,

sortings, two pointers

[Mangooste's solution](#)

374.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

375.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Mangooste's solution](#)

376.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

377.

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

[Mangooste's solution](#)

378.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Mangooste's solution](#)

379.

1976B

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

Quality: 25,078 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

380.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,525 global accepts · Rating: 1100 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Mangooste's solution](#)

381.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Mangooste's solution](#)

382.

1917B

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

Quality: 36,346 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Mangooste's solution](#)

383.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,009 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Mangooste's solution](#)

384.

1905B

[Beginner's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Mangooste's solution](#)

385.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

386.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Mangooste's solution](#)

387.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Mangooste's solution](#)

388.

1842B

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

Quality: 25,531 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Mangooste's solution](#)

389.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

390.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Mangooste's solution](#)

391.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)

392.

1788B

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

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Mangooste's solution](#)

393.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mangooste's solution](#)

394.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Mangooste's solution](#)

395.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Mangooste's solution](#)

396.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

397.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[Mangooste's solution](#)

398.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Mangooste's solution](#)

399.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[Mangooste's solution](#)

400.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,403 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Mangooste's solution](#)

401.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[Mangooste's solution](#)

402.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[Mangooste's solution](#)

403.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Mangooste's solution](#)

404.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Mangooste's solution](#)

405.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,766 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings
[Mangooste's solution](#)

406.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 1100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[Mangooste's solution](#)

407.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[Mangooste's solution](#)

408.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[Mangooste's solution](#)

409.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,609 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Mangooste's solution](#)

410.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,077 global accepts · Rating: 1100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
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411.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
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412.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Mangooste's solution](#)

413.

1481B

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Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[Mangooste's solution](#)

414.

1413B

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Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Mangooste's solution](#)

415.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,391 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Mangooste's solution](#)

416.

1409B

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Quality: 30,921 global accepts · Rating: 1100 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Mangooste's solution](#)

417.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Mangooste's solution](#)

418.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[Mangooste's solution](#)

419.

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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420.

1370B

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Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
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421.

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
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422.

1214B

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[Mangooste's solution](#)

423.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
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424.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: math
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425.

1202A

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Quality: 10,721 global accepts · Rating: 1100 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Mangooste's solution](#)

426.

1221B

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Quality: 12,525 global accepts · Rating: 1100 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

427.

1121A

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Quality: 7,466 global accepts · Rating: 1100 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Mangooste's solution](#)

428.

1342B

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Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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429.

1335C

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Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Mangooste's solution](#)

430.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

431.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

432.

1332A

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Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

433.

1288B

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Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Mangooste's solution](#)

434.

1288A

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Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Mangooste's solution](#)

435.

1324C

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Quality: 30,512 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Mangooste's solution](#)

436.

1324B

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

Quality: 30,791 global accepts · Rating: 1100 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Mangooste's solution](#)

437.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

438.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Mangooste's solution](#)

439.

1189B

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Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Mangooste's solution](#)

440.

2172E

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Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Mangooste's solution](#)

441.

1578E

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Quality: 4,134 global accepts · Rating: 1200 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

442.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Mangooste's solution](#)

443.

2041B

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Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Mangooste's solution](#)

444.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

445.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, implementation

[Mangooste's solution](#)

446.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Mangooste's solution](#)

447.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Mangooste's solution](#)

448.

1989B

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

Quality: 23,314 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

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449.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

450.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

451.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

452.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,896 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Mangooste's solution](#)

453.

1982B

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Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Mangooste's solution](#)

454.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation

[Mangooste's solution](#)

455.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Mangooste's solution](#)

456.

1975C

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

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Mangooste's solution](#)

457.

1909B

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Quality: 30,943 global accepts · Rating: 1200 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Mangooste's solution](#)

458.

1935B

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Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

459.

1922B

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Quality: 23,374 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Mangooste's solution](#)

460.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Mangooste's solution](#)

461.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Mangooste's solution](#)

462.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

463.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Mangooste's solution](#)

464.

1848B

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Quality: 24,394 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Mangooste's solution](#)

465.

1799B

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

Quality: 12,739 global accepts · Rating: 1200 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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466.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

467.

1769C1

[A6500ad CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[Mangooste's solution](#)

468.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[Mangooste's solution](#)

469.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Mangooste's solution](#)

470.

1734C

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Quality: 28,625 global accepts · Rating: 1200 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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471.

1738B

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Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Mangooste's solution](#)

472.

1713C

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

Quality: 18,870 global accepts · Rating: 1200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Mangooste's solution](#)

473.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,787 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Mangooste's solution](#)

474.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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475.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

476.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Mangooste's solution](#)

477.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,331 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Mangooste's solution](#)

478.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Mangooste's solution](#)

479.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

480.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Mangooste's solution](#)

481.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Mangooste's solution](#)

482.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Mangooste's solution](#)

483.

1514B

[AND 0. Sum Big](#) · [Tutorial](#)

Quality: 34,924 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[Mangooste's solution](#)

484.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

485.

1527B1

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

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Mangooste's solution](#)

486.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[Mangooste's solution](#)

487.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

488.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

489.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[Mangooste's solution](#)

490.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Mangooste's solution](#)

491.

1437B

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

Quality: 20,851 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Mangooste's solution](#)

492.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[Mangooste's solution](#)

493.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[Mangooste's solution](#)

494.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Mangooste's solution](#)

495.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Mangooste's solution](#)

496.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,608 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[Mangooste's solution](#)

497.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[Mangooste's solution](#)

498.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,361 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Mangooste's solution](#)

499.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Mangooste's solution](#)

500.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

501.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Mangooste's solution](#)

502.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Mangooste's solution](#)

503.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Mangooste's solution](#)

504.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Mangooste's solution](#)

505.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Mangooste's solution](#)

506.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,843 global accepts · Rating: 1200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Mangooste's solution](#)

507.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

508.

1352C

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

Quality: 69,757 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Mangooste's solution](#)

509.

1352B

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

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Mangooste's solution](#)

510.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,672 global accepts · Rating: 1200 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[Mangooste's solution](#)

511.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Mangooste's solution](#)

512.

1121B

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

Quality: 10,026 global accepts · Rating: 1200 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[Mangooste's solution](#)

513.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Mangooste's solution](#)

514.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Mangooste's solution](#)

515.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[Mangooste's solution](#)

516.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

517.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Mangooste's solution](#)

518.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[Mangooste's solution](#)

519.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation

[Mangooste's solution](#)

520.

1206C

[Almost Equal](#) · [Tutorial](#)

Quality: 1200 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

521.

2172M

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

Quality: 5,813 global accepts · Rating: 1300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Mangooste's solution](#)

522.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,098 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mangooste's solution](#)

523.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

524.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Mangooste's solution](#)

525.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Mangooste's solution](#)

526.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Mangooste's solution](#)

527.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

528.

2108B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

529.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

530.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,788 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Mangooste's solution](#)

531.

1981B

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

Quality: 16,425 global accepts · Rating: 1300 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math

[Mangooste's solution](#)

532.

2041A

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

Quality: 11,289 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Mangooste's solution](#)

533.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

534.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Mangooste's solution](#)

535.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Mangooste's solution](#)

536.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,363 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, greedy, sortings

[Mangooste's solution](#)

537.

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

[Mangooste's solution](#)

538.

1973B

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

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Mangooste's solution](#)

539.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Mangooste's solution](#)

540.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Mangooste's solution](#)

541.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[Mangooste's solution](#)

542.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Mangooste's solution](#)

543.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[Mangooste's solution](#)

544.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Mangooste's solution](#)

545.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Mangooste's solution](#)

546.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[Mangooste's solution](#)

547.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Mangooste's solution](#)

548.

1810C

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

Quality: 16,549 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[Mangooste's solution](#)

549.

1794C

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

Quality: 22,079 global accepts · Rating: 1300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Mangooste's solution](#)

550.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

551.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

552.

1775B

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

Quality: 20,732 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Mangooste's solution](#)

553.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mangooste's solution](#)

554.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

555.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Mangooste's solution](#)

556.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Mangooste's solution](#)

557.

1769C2

[A>T>C>D>C D\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[Mangooste's solution](#)

558.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Mangooste's solution](#)

559.

1733C

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

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Mangooste's solution](#)

560.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[Mangooste's solution](#)

561.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs
[Mangooste's solution](#)

562.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[Mangooste's solution](#)

563.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Mangooste's solution](#)

564.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[Mangooste's solution](#)

565.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Mangooste's solution](#)

566.

1594E1

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

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[Mangooste's solution](#)

567.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[Mangooste's solution](#)

568.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[Mangooste's solution](#)

569.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[Mangooste's solution](#)

570.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[Mangooste's solution](#)

571.

1547D

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

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Mangooste's solution](#)

572.

1534C

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

Quality: 13,805 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Mangooste's solution](#)

573.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Mangooste's solution](#)

574.

1521B

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

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

575.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Mangooste's solution](#)

576.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Mangooste's solution](#)

577.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

578.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mangooste's solution](#)

579.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

580.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,067 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mangooste's solution](#)

581.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Mangooste's solution](#)

582.

1372B

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

Quality: 36,380 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)

583.

634A

[Island Puzzle · Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

584.

1371C

[A Cookie for You · Tutorial](#)

Quality: 21,368 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

585.

1373C

[Pluses and Minuses · Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

586.

1364B

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

Quality: 26,173 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Mangooste's solution](#)

587.

1365B

[Trouble Sort · Tutorial](#)

Quality: 28,840 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

588.

1216D

[Swords · Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

589.

1236C

[Labs · Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mangooste's solution](#)

590.

1352D

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

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

591.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,824 global accepts · Rating: 1300 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Mangooste's solution](#)

592.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

593.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, strings

[Mangooste's solution](#)

594.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Mangooste's solution](#)

595.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Mangooste's solution](#)

596.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,092 global accepts · Rating: 1300 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

597.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,459 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

598.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Mangooste's solution](#)

599.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Mangooste's solution](#)

600.

1225B2

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Mangooste's solution](#)

601.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

602.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Mangooste's solution](#)

603.

2164C

[Dungeon](#) · [Tutorial](#)

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

[Mangooste's solution](#)

604.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Mangooste's solution](#)

605.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Mangooste's solution](#)

606.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

607.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,826 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

608.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Mangooste's solution](#)

609.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Mangooste's solution](#)

610.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Mangooste's solution](#)

611.

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

[Mangooste's solution](#)

612.

2038L

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

Quality: 7,984 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Mangooste's solution](#)

613.

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

[Mangooste's solution](#)

614.

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

[Mangooste's solution](#)

615.

1993C

[Light Switches](#) · [Tutorial](#)

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

[Mangooste's solution](#)

616.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,446 global accepts · Rating: 1400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

617.

1919C

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

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

618.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Mangooste's solution](#)

619.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Mangooste's solution](#)

620.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Mangooste's solution](#)

621.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Mangooste's solution](#)

622.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Mangooste's solution](#)

623.

1970C1

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

Quality: 5,034 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[Mangooste's solution](#)

624.

1967B1

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

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

625.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Mangooste's solution](#)

626.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

627.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,477 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

628.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

629.

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

[Mangooste's solution](#)

630.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

631.

1860C

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

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Mangooste's solution](#)

632.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

633.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

634.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Mangooste's solution](#)

635.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,313 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mangooste's solution](#)

636.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Mangooste's solution](#)

637.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Mangooste's solution](#)

638.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

639.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1400 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Mangooste's solution](#)

640.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Mangooste's solution](#)

641.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Mangooste's solution](#)

642.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mangooste's solution](#)

643.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Mangooste's solution](#)

644.

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[Mangooste's solution](#)

645.

1769B2

[Ae>008D>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math
[Mangooste's solution](#)

646.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[Mangooste's solution](#)

647.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[Mangooste's solution](#)

648.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[Mangooste's solution](#)

649.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

650.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[Mangooste's solution](#)

651.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[Mangooste's solution](#)

652.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Mangooste's solution](#)

653.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Mangooste's solution](#)

654.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Mangooste's solution](#)

655.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

656.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Mangooste's solution](#)

657.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Mangooste's solution](#)

658.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[Mangooste's solution](#)

659.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Mangooste's solution](#)

660.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

661.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Mangooste's solution](#)

662.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Mangooste's solution](#)

663.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

664.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Mangooste's solution](#)

665.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Mangooste's solution](#)

666.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Mangooste's solution](#)

667.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Mangooste's solution](#)

668.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Mangooste's solution](#)

669.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,728 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Mangooste's solution](#)

670.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

671.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Mangooste's solution](#)

672.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Mangooste's solution](#)

673.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

674.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[Mangooste's solution](#)

675.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mangooste's solution](#)

676.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Mangooste's solution](#)

677.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Mangooste's solution](#)

678.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Mangooste's solution](#)

679.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: implementation, strings

[Mangooste's solution](#)

680.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

681.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[Mangooste's solution](#)

682.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

683.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

684.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,452 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Mangooste's solution](#)

685.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,228 global accepts · Rating: 1400 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Mangooste's solution](#)

686.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,644 global accepts · Rating: 1400 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[Mangooste's solution](#)

687.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[Mangooste's solution](#)

688.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

689.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

690.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Mangooste's solution](#)

691.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Mangooste's solution](#)

692.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

693.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Mangooste's solution](#)

694.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

695.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

696.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

697.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,518 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

698.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

699.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Mangooste's solution](#)

700.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Mangooste's solution](#)

701.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

702.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Mangooste's solution](#)

703.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

704.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Mangooste's solution](#)

705.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Mangooste's solution](#)

706.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Mangooste's solution](#)

707.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Mangooste's solution](#)

708.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

709.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-12 · MS C++ 2017 (first AC) · Tags: data structures, dp, implementation, math

[Mangooste's solution](#)

710.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Mangooste's solution](#)

711.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Mangooste's solution](#)

712.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Mangooste's solution](#)

713.

2107C

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

Quality: 12,094 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Mangooste's solution](#)

714.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Mangooste's solution](#)

715.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Mangooste's solution](#)

716.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Mangooste's solution](#)

717.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mangooste's solution](#)

718.

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

[Mangooste's solution](#)

719.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Mangooste's solution](#)

720.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Mangooste's solution](#)

721.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

722.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

723.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,351 global accepts · Rating: 1500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Mangooste's solution](#)

724.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

725.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Mangooste's solution](#)

726.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mangooste's solution](#)

727.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Mangooste's solution](#)

728.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Mangooste's solution](#)

729.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

730.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Mangooste's solution](#)

731.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Mangooste's solution](#)

732.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

733.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Mangooste's solution](#)

734.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[Mangooste's solution](#)

735.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Mangooste's solution](#)

736.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[Mangooste's solution](#)

737.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

738.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Mangooste's solution](#)

739.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,052 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Mangooste's solution](#)

740.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,930 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Mangooste's solution](#)

741.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Mangooste's solution](#)

742.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Mangooste's solution](#)

743.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Mangooste's solution](#)

744.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

745.

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Mangooste's solution](#)

746.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, sortings

[Mangooste's solution](#)

747.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

748.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

749.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,719 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Mangooste's solution](#)

750.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Mangooste's solution](#)

751.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

752.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Mangooste's solution](#)

753.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Mangooste's solution](#)

754.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Mangooste's solution](#)

755.

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Mangooste's solution](#)

756.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Mangooste's solution](#)

757.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Mangooste's solution](#)

758.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Mangooste's solution](#)

759.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

760.

1366C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

761.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

762.

1283C

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

Quality: 14,154 global accepts · Rating: 1500 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math

[Mangooste's solution](#)

763.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Mangooste's solution](#)

764.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Mangooste's solution](#)

765.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[Mangooste's solution](#)

766.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[Mangooste's solution](#)

767.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers
[Mangooste's solution](#)

768.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[Mangooste's solution](#)

769.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,969 global accepts · Rating: 1500 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search
[Mangooste's solution](#)

770.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Mangooste's solution](#)

771.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[Mangooste's solution](#)

772.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1500 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Mangooste's solution](#)

773.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[Mangooste's solution](#)

774.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Mangooste's solution](#)

775.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Mangooste's solution](#)

776.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

777.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

778.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Mangooste's solution](#)

779.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Mangooste's solution](#)

780.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Mangooste's solution](#)

781.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Mangooste's solution](#)

782.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,301 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Mangooste's solution](#)

783.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

784.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Mangooste's solution](#)

785.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,106 global accepts · Rating: 1500 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

786.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

787.

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Mangooste's solution](#)

788.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,614 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Mangooste's solution](#)

789.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,605 global accepts · Rating: 1600 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Mangooste's solution](#)

790.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Mangooste's solution](#)

791.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,259 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Mangooste's solution](#)

792.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Mangooste's solution](#)

793.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Mangooste's solution](#)

794.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Mangooste's solution](#)

795.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[Mangooste's solution](#)

796.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
[Mangooste's solution](#)

797.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[Mangooste's solution](#)

798.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[Mangooste's solution](#)

799.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[Mangooste's solution](#)

800.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[Mangooste's solution](#)

801.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Mangooste's solution](#)

802.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[Mangooste's solution](#)

803.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[Mangooste's solution](#)

804.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

805.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Mangooste's solution](#)

806.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,123 global accepts · Rating: 1600 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[Mangooste's solution](#)

807.

1781C

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

Quality: 10,457 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

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808.

1775C

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Quality: 14,205 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

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809.

1774D

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Quality: 9,223 global accepts · Rating: 1600 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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810.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

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811.

1779C

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Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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812.

1748C

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Quality: 13,003 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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813.

1771C

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Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

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814.

1730B

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Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

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815.

1707A

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Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

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816.

1698D

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Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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817.

1689C

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Quality: 13,471 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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818.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Mangooste's solution](#)

819.

1680C

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Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Mangooste's solution](#)

820.

1677A

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Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Mangooste's solution](#)

821.

1658D1

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

Quality: 10,003 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

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822.

1610C

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Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

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823.

1603B

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Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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824.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Mangooste's solution](#)

825.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Mangooste's solution](#)

826.

1555D

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Quality: 15,466 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Mangooste's solution](#)

827.

1530D

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Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Mangooste's solution](#)

828.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Mangooste's solution](#)

829.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,284 global accepts · Rating: 1600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Mangooste's solution](#)

830.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

831.

1537E1

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Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Mangooste's solution](#)

832.

1526C2

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

Quality: 29,723 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

833.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Mangooste's solution](#)

834.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,976 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[Mangooste's solution](#)

835.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

836.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[Mangooste's solution](#)

837.

1503A

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Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

838.

1482C

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Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Mangooste's solution](#)

839.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

840.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: trees

[Mangooste's solution](#)

841.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Mangooste's solution](#)

842.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Mangooste's solution](#)

843.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Mangooste's solution](#)

844.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

845.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,373 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Mangooste's solution](#)

846.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Mangooste's solution](#)

847.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,584 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Mangooste's solution](#)

848.

1395C

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

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Mangooste's solution](#)

849.

1389B

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Quality: 20,343 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Mangooste's solution](#)

850.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Mangooste's solution](#)

851.

1371D

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Quality: 13,707 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mangooste's solution](#)

852.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Mangooste's solution](#)

853.

1373D

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Quality: 17,665 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Mangooste's solution](#)

854.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Mangooste's solution](#)

855.

1363C

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Quality: 21,073 global accepts · Rating: 1600 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: games, trees

[Mangooste's solution](#)

856.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[Mangooste's solution](#)

857.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[Mangooste's solution](#)

858.

1349A

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859.

1199D

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Rating: 1600 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Mangooste's solution](#)

860.

1199C

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Rating: 1600 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

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861.

1352G

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Quality: 24,798 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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862.

1291C

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Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Mangooste's solution](#)

863.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Mangooste's solution](#)

864.

1175C

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Quality: 7,260 global accepts · Rating: 1600 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

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865.

1175B

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866.

1217B

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867.

1251C

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868.

1348C

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869.

1121C

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870.

1321C

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Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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871.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

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872.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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873.

1133F1

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Quality: 8,777 global accepts · Rating: 1600 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs

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874.

1336A

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Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · last AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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875.

1334C

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876.

1288C

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877.

1303C

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878.

1295C

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879.

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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880.

1281B

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[Mangooste's solution](#)

881.

1262D1

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Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

882.

1255C

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Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

883.

1225C

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Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Mangooste's solution](#)

884.

1238C

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Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Mangooste's solution](#)

885.

1223C

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Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Mangooste's solution](#)

886.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Mangooste's solution](#)

887.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

greedy, sortings, trees

[Mangooste's solution](#)

888.

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Mangooste's solution](#)

889.

2122C

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Quality: 8,394 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Mangooste's solution](#)

890.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Mangooste's solution](#)

891.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Mangooste's solution](#)

892.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Mangooste's solution](#)

893.

2089A

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

Quality: 7,191 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Mangooste's solution](#)

894.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Mangooste's solution](#)

895.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,785 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Mangooste's solution](#)

896.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

897.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

898.

2006A

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

Quality: 9,365 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Mangooste's solution](#)

899.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Mangooste's solution](#)

900.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Mangooste's solution](#)

901.

1983D

[Swap Dilemma](#) · [Tutorial](#)

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

[Mangooste's solution](#)

902.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Mangooste's solution](#)

903.

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

[Mangooste's solution](#)

904.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Mangooste's solution](#)

905.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Mangooste's solution](#)

906.

1973C

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

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Mangooste's solution](#)

907.

1970C2

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

Quality: 4,338 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Mangooste's solution](#)

908.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Mangooste's solution](#)

909.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Mangooste's solution](#)

910.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Mangooste's solution](#)

911.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

912.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Mangooste's solution](#)

913.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Mangooste's solution](#)

914.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Mangooste's solution](#)

915.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Mangooste's solution](#)

916.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Mangooste's solution](#)

917.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)

918.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

919.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Mangooste's solution](#)

920.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Mangooste's solution](#)

921.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

922.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Mangooste's solution](#)

923.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Mangooste's solution](#)

924.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,498 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Mangooste's solution](#)

925.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Mangooste's solution](#)

926.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Mangooste's solution](#)

927.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[Mangooste's solution](#)

928.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Mangooste's solution](#)

929.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Mangooste's solution](#)

930.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,052 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Mangooste's solution](#)

931.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

932.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Mangooste's solution](#)

933.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Mangooste's solution](#)

934.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Mangooste's solution](#)

935.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Mangooste's solution](#)

936.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Mangooste's solution](#)

937.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Mangooste's solution](#)

938.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

939.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

940.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Mangooste's solution](#)

941.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Mangooste's solution](#)

942.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Mangooste's solution](#)

943.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

944.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[Mangooste's solution](#)

945.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

946.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Mangooste's solution](#)

947.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Mangooste's solution](#)

948.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Mangooste's solution](#)

949.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Mangooste's solution](#)

950.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

951.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[Mangooste's solution](#)

952.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Mangooste's solution](#)

953.

1497E1

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

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Mangooste's solution](#)

954.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

955.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1700 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Mangooste's solution](#)

956.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[Mangooste's solution](#)

957.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Mangooste's solution](#)

958.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Mangooste's solution](#)

959.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Mangooste's solution](#)

960.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

961.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Mangooste's solution](#)

962.

1406C

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

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Mangooste's solution](#)

963.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Mangooste's solution](#)

964.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[Mangooste's solution](#)

965.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

966.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Mangooste's solution](#)

967.

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Mangooste's solution](#)

968.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

969.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

970.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math

[Mangooste's solution](#)

971.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,816 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[Mangooste's solution](#)

972.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Mangooste's solution](#)

973.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Mangooste's solution](#)

974.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Mangooste's solution](#)

975.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,360 global accepts · Rating: 1700 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Mangooste's solution](#)

976.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Mangooste's solution](#)

977.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Mangooste's solution](#)

978.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[Mangooste's solution](#)

979.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Mangooste's solution](#)

980.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

981.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Mangooste's solution](#)

982.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, shortest paths

[Mangooste's solution](#)

983.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force

[Mangooste's solution](#)

984.

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Mangooste's solution](#)

985.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

986.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Mangooste's solution](#)

987.

1321D

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

Rating: 1700 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Mangooste's solution](#)

988.

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Mangooste's solution](#)

989.

1066E

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

Quality: 6,576 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Mangooste's solution](#)

990.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,920 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, sortings

[Mangooste's solution](#)

991.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Mangooste's solution](#)

992.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)

993.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Mangooste's solution](#)

994.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Mangooste's solution](#)

995.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Mangooste's solution](#)

996.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Mangooste's solution](#)

997.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Mangooste's solution](#)

998.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[Mangooste's solution](#)

999.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Mangooste's solution](#)

1000.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Mangooste's solution](#)

1001.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Mangooste's solution](#)

1002.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

1003.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Mangooste's solution](#)

1004.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Mangooste's solution](#)

1005.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Mangooste's solution](#)

1006.

224C

[Bracket Sequence](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Mangooste's solution](#)

1007.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

1008.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,135 global accepts · Rating: 1800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

1009.

2164D

[Copy String](#) · [Tutorial](#)

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

strings, two pointers

[Mangooste's solution](#)

1010.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

1011.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,864 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Mangooste's solution](#)

1012.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,393 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Mangooste's solution](#)

1013.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Mangooste's solution](#)

1014.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Mangooste's solution](#)

1015.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Mangooste's solution](#)

1016.

1981C

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

Quality: 6,339 global accepts · Rating: 1800 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

1017.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Mangooste's solution](#)

1018.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Mangooste's solution](#)

1019.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

1020.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Mangooste's solution](#)

1021.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Mangooste's solution](#)

1022.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Mangooste's solution](#)

1023.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Mangooste's solution](#)

1024.

1990D

[Grid Puzzle](#) · [Tutorial](#)

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

[Mangooste's solution](#)

1025.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Mangooste's solution](#)

1026.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Mangooste's solution](#)

1027.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[Mangooste's solution](#)

1028.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1029.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Mangooste's solution](#)

1030.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Mangooste's solution](#)

1031.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Mangooste's solution](#)

1032.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Mangooste's solution](#)

1033.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Mangooste's solution](#)

1034.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Mangooste's solution](#)

1035.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[Mangooste's solution](#)

1036.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Mangooste's solution](#)

1037.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

1038.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Mangooste's solution](#)

1039.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Mangooste's solution](#)

1040.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Mangooste's solution](#)

1041.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,167 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

1042.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Mangooste's solution](#)

1043.

1809D

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

Quality: 7,277 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

1044.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1045.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Mangooste's solution](#)

1046.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

1047.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Mangooste's solution](#)

1048.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Mangooste's solution](#)

1049.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Mangooste's solution](#)

1050.

1769D1

[A,3D0C CT2D6BCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-05 · last AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp

[Mangooste's solution](#)

1051.

1750D

[Count GCD · Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Mangooste's solution](#)

1052.

1734D

[Slime Escape · Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Mangooste's solution](#)

1053.

1728D

[Letter Picking · Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Mangooste's solution](#)

1054.

1721D

[Maximum AND · Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Mangooste's solution](#)

1055.

1718A1

[Burenka and Traditions \(easy version\) · Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

1056.

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Mangooste's solution](#)

1057.

1709C

[Recover an RBS · Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Mangooste's solution](#)

1058.

1705D

[Mark and Lightbulbs · Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Mangooste's solution](#)

1059.

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Mangooste's solution](#)

1060.

1678B2

[Tokitsukaze and Good 01-String \(hard version\) · Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Mangooste's solution](#)

1061.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Mangooste's solution](#)

1062.

1583D

[Omkar and the Meaning of Life · Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Mangooste's solution](#)

1063.

1572A

[Book · Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Mangooste's solution](#)

1064.

1042D

[Petya and Array · Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Mangooste's solution](#)

1065.

777D

[Cloud of Hashtags · Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, strings

[Mangooste's solution](#)

1066.

1548B

[Integers Have Friends · Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Mangooste's solution](#)

1067.

1554D

[Diane · Tutorial](#)

Quality: 10,559 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mangooste's solution](#)

1068.

1554C

[Mikasa · Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Mangooste's solution](#)

1069.

1552C

[Maximize the Intersections · Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Mangooste's solution](#)

1070.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Mangooste's solution](#)

1071.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Mangooste's solution](#)

1072.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Mangooste's solution](#)

1073.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

1074.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,508 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[Mangooste's solution](#)

1075.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

1076.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Mangooste's solution](#)

1077.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,438 global accepts · Rating: 1800 · first AC: 2020-04-25 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, two pointers

[Mangooste's solution](#)

1078.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Mangooste's solution](#)

1079.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Mangooste's solution](#)

1080.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-13 · last AC: 2020-11-13 · PyPy 3 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Mangooste's solution](#)

1081.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, greedy

[Mangooste's solution](#)

1082.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Mangooste's solution](#)

1083.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Mangooste's solution](#)

1084.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Mangooste's solution](#)

1085.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Mangooste's solution](#)

1086.

1398D

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

Quality: 12,540 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Mangooste's solution](#)

1087.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Mangooste's solution](#)

1088.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1089.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Mangooste's solution](#)

1090.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Mangooste's solution](#)

1091.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Mangooste's solution](#)

1092.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Mangooste's solution](#)

1093.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1094.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Mangooste's solution](#)

1095.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-07-03 · last AC: 2020-07-03 · PyPy 3 (first AC) · Tags: dp

[Mangooste's solution](#)

1096.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

[Mangooste's solution](#)

1097.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Mangooste's solution](#)

1098.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[Mangooste's solution](#)

1099.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Mangooste's solution](#)

1100.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)**1101.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, ternary search

[Mangooste's solution](#)**1102.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)**1103.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Mangooste's solution](#)**1104.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)**1105.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mangooste's solution](#)**1106.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Mangooste's solution](#)**1107.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)**1108.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Mangooste's solution](#)**1109.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Mangooste's solution](#)

1110.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,093 global accepts · Rating: 1800 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

1111.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Mangooste's solution](#)

1112.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

1113.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

1114.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Mangooste's solution](#)

1115.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Mangooste's solution](#)

1116.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1117.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Mangooste's solution](#)

1118.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

1119.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Mangooste's solution](#)

1120.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Mangooste's solution](#)

1121.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Mangooste's solution](#)

1122.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Mangooste's solution](#)

1123.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Mangooste's solution](#)

1124.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mangooste's solution](#)

1125.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[Mangooste's solution](#)

1126.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Mangooste's solution](#)

1127.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

1128.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Mangooste's solution](#)

1129.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,040 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Mangooste's solution](#)

1130.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-24 · last AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Mangooste's solution](#)

1131.

1177B

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

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, implementation

[Mangooste's solution](#)

1132.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

1133.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2025-10-20 · last AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Mangooste's solution](#)

1134.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

1135.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Mangooste's solution](#)

1136.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Mangooste's solution](#)

1137.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Mangooste's solution](#)

1138.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Mangooste's solution](#)

1139.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

1140.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Mangooste's solution](#)

1141.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Mangooste's solution](#)

1142.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,563 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Mangooste's solution](#)

1143.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, two pointers

[Mangooste's solution](#)

1144.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1145.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,953 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Mangooste's solution](#)

1146.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mangooste's solution](#)

1147.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,384 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

[Mangooste's solution](#)

1148.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Mangooste's solution](#)

1149.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Mangooste's solution](#)

1150.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Mangooste's solution](#)

1151.

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

[Mangooste's solution](#)

1152.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Mangooste's solution](#)

1153.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Mangooste's solution](#)

1154.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Mangooste's solution](#)

1155.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Mangooste's solution](#)

1156.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)

1157.

1970C3

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

Quality: 2,444 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Mangooste's solution](#)

1158.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

1159.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,925 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[Mangooste's solution](#)

1160.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Mangooste's solution](#)

1161.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Mangooste's solution](#)

1162.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Mangooste's solution](#)

1163.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

1164.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,096 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1165.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures

[Mangooste's solution](#)

1166.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Mangooste's solution](#)

1167.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

1168.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mangooste's solution](#)

1169.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Mangooste's solution](#)

1170.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs
[Mangooste's solution](#)

1171.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1172.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Mangooste's solution](#)

1173.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Mangooste's solution](#)

1174.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

1175.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Mangooste's solution](#)

1176.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1177.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Mangooste's solution](#)

1178.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,363 global accepts · Rating: 1900 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

1179.

1747D

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

Quality: 5,559 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Mangooste's solution](#)

1180.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Mangooste's solution](#)

1181.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Mangooste's solution](#)

1182.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

1183.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Mangooste's solution](#)

1184.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Mangooste's solution](#)

1185.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Mangooste's solution](#)

1186.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Mangooste's solution](#)

1187.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mangooste's solution](#)

1188.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Mangooste's solution](#)

1189.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Mangooste's solution](#)

1190.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mangooste's solution](#)

1191.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Mangooste's solution](#)

1192.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Mangooste's solution](#)

1193.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

1194.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,539 global accepts · Rating: 1900 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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1195.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Mangooste's solution](#)

1196.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

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1197.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Mangooste's solution](#)

1198.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,949 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

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1199.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Mangooste's solution](#)

1200.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1201.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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1202.

993B

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Quality: 2,052 global accepts · Rating: 1900 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

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1203.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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1204.

1172B

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Quality: 4,404 global accepts · Rating: 1900 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Mangooste's solution](#)

1205.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Mangooste's solution](#)

1206.

1079D

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

Rating: 1900 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[Mangooste's solution](#)

1207.

230E

[Triangles](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Mangooste's solution](#)

1208.

708B

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Quality: 3,440 global accepts · Rating: 1900 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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1209.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, matrices

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1210.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Mangooste's solution](#)**1211.**

950E

[Data Center Maintenance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, graphs

[Mangooste's solution](#)**1212.**

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)**1213.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · last AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)**1214.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Mangooste's solution](#)**1215.**

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Mangooste's solution](#)**1216.**

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Mangooste's solution](#)**1217.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[Mangooste's solution](#)**1218.**

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Mangooste's solution](#)**1219.**

417D

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Quality: 2,914 global accepts · Rating: 1900 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Mangooste's solution](#)

1220.

1076E

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Quality: 4,152 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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1221.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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1222.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Mangooste's solution](#)

1223.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Mangooste's solution](#)

1224.

257D

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1225.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

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1226.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, trees

[Mangooste's solution](#)

1227.

1105D

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Quality: 4,423 global accepts · Rating: 1900 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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1228.

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Mangooste's solution](#)

1229.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Mangooste's solution](#)

1230.

1371E1

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

Quality: 5,527 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[Mangooste's solution](#)

1231.

1369D

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Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

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1232.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[Mangooste's solution](#)

1233.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[Mangooste's solution](#)

1234.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Mangooste's solution](#)

1235.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,167 global accepts · Rating: 1900 · first AC: 2020-05-17 · last AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

1236.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

1237.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Mangooste's solution](#)

1238.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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1239.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Mangooste's solution](#)

1240.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs

[Mangooste's solution](#)

1241.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Mangooste's solution](#)

1242.

1265D

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

Rating: 1900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

1243.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,063 global accepts · Rating: 1900 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Mangooste's solution](#)

1244.

1202D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Mangooste's solution](#)

1245.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Mangooste's solution](#)

1246.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Mangooste's solution](#)

1247.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Mangooste's solution](#)

1248.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Mangooste's solution](#)

1249.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

1250.

1121D

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[Mangooste's solution](#)

1251.

1015E2

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

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
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1252.

1029D

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Quality: 4,234 global accepts · Rating: 1900 · first AC: 2020-04-28 · last AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Mangooste's solution](#)

1253.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 1900 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[Mangooste's solution](#)

1254.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
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1255.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
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1256.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
[Mangooste's solution](#)

1257.

1095E

[Almost Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Mangooste's solution](#)

1258.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,348 global accepts · Rating: 1900 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Mangooste's solution](#)

1259.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[Mangooste's solution](#)

1260.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[Mangooste's solution](#)

1261.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[Mangooste's solution](#)

1262.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Mangooste's solution](#)

1263.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

1264.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,717 global accepts · Rating: 1900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Mangooste's solution](#)

1265.

1264B

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Quality: 6,046 global accepts · Rating: 1900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Mangooste's solution](#)

1266.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Mangooste's solution](#)

1267.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,275 global accepts · Rating: 1900 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

[Mangooste's solution](#)

1268.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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1269.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[Mangooste's solution](#)

1270.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Mangooste's solution](#)

1271.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,173 global accepts · Rating: 1900 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

1272.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Mangooste's solution](#)

1273.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Mangooste's solution](#)

1274.

2103D

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

Quality: 3,982 global accepts · Rating: 2000 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Mangooste's solution](#)

1275.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Mangooste's solution](#)

1276.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Mangooste's solution](#)

1277.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

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1278.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

1279.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Mangooste's solution](#)

1280.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mangooste's solution](#)

1281.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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1282.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Mangooste's solution](#)

1283.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Mangooste's solution](#)

1284.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Mangooste's solution](#)

1285.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[Mangooste's solution](#)

1286.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Mangooste's solution](#)

1287.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Mangooste's solution](#)

1288.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Mangooste's solution](#)

1289.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

1290.

1976D

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

Quality: 5,797 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Mangooste's solution](#)

1291.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Mangooste's solution](#)

1292.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[Mangooste's solution](#)

1293.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Mangooste's solution](#)

1294.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Mangooste's solution](#)

1295.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Mangooste's solution](#)

1296.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Mangooste's solution](#)

1297.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Mangooste's solution](#)

1298.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

1299.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Mangooste's solution](#)

1300.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Mangooste's solution](#)

1301.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Mangooste's solution](#)**1302.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Mangooste's solution](#)**1303.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Mangooste's solution](#)**1304.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Mangooste's solution](#)**1305.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)**1306.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Mangooste's solution](#)**1307.**

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)**1308.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Mangooste's solution](#)**1309.**

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Mangooste's solution](#)**1310.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Mangooste's solution](#)

1311.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Mangooste's solution](#)**1312.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Mangooste's solution](#)**1313.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Mangooste's solution](#)**1314.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Mangooste's solution](#)**1315.**

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Mangooste's solution](#)**1316.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Mangooste's solution](#)**1317.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mangooste's solution](#)**1318.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Mangooste's solution](#)**1319.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Mangooste's solution](#)**1320.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Mangooste's solution](#)

1321.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Mangooste's solution](#)

1322.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

1323.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1324.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Mangooste's solution](#)

1325.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Mangooste's solution](#)

1326.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[Mangooste's solution](#)

1327.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Mangooste's solution](#)

1328.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · last AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[Mangooste's solution](#)

1329.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Mangooste's solution](#)

1330.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

1331.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Mangooste's solution](#)

1332.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Mangooste's solution](#)

1333.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Mangooste's solution](#)

1334.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Mangooste's solution](#)

1335.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Mangooste's solution](#)

1336.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Mangooste's solution](#)

1337.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mangooste's solution](#)

1338.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Mangooste's solution](#)

1339.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Mangooste's solution](#)

1340.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings, strings

[Mangooste's solution](#)

1341.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Mangooste's solution](#)

1342.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Mangooste's solution](#)

1343.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

1344.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 2000 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Mangooste's solution](#)

1345.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

1346.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Mangooste's solution](#)

1347.

1191F

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Mangooste's solution](#)

1348.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Mangooste's solution](#)

1349.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Mangooste's solution](#)

1350.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[Mangooste's solution](#)

1351.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 2000 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Mangooste's solution](#)

1352.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,853 global accepts · Rating: 2000 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[Mangooste's solution](#)

1353.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mangooste's solution](#)

1354.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Mangooste's solution](#)

1355.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Mangooste's solution](#)

1356.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Mangooste's solution](#)

1357.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Mangooste's solution](#)

1358.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Mangooste's solution](#)

1359.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2000 · first AC: 2020-07-03 · PyPy 3 (first AC) · Tags: math

[Mangooste's solution](#)

1360.

47C

[Crossword](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

1361.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Mangooste's solution](#)

1362.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[Mangooste's solution](#)

1363.

1370D

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

Quality: 10,926 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Mangooste's solution](#)

1364.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,345 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Mangooste's solution](#)

1365.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: games

[Mangooste's solution](#)

1366.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1367.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Mangooste's solution](#)

1368.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2020-06-01 · PyPy 3 (first AC) · Tags: dp, greedy, math

[Mangooste's solution](#)

1369.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Mangooste's solution](#)

1370.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Mangooste's solution](#)

1371.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Mangooste's solution](#)

1372.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[Mangooste's solution](#)

1373.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp
[Mangooste's solution](#)

1374.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Mangooste's solution](#)

1375.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Mangooste's solution](#)

1376.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[Mangooste's solution](#)

1377.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation
[Mangooste's solution](#)

1378.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[Mangooste's solution](#)

1379.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[Mangooste's solution](#)

1380.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Mangooste's solution](#)

1381.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Mangooste's solution](#)

1382.

1359D

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

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Mangooste's solution](#)

1383.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Mangooste's solution](#)

1384.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Mangooste's solution](#)

1385.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

1386.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,423 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[Mangooste's solution](#)

1387.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1388.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math

[Mangooste's solution](#)

1389.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Mangooste's solution](#)

1390.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

1391.

1143E

[Lynyrd Skynyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Mangooste's solution](#)

1392.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Mangooste's solution](#)

1393.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Mangooste's solution](#)

1394.

1321E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Mangooste's solution](#)

1395.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Mangooste's solution](#)

1396.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Mangooste's solution](#)

1397.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Mangooste's solution](#)

1398.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

1399.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Mangooste's solution](#)

1400.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Mangooste's solution](#)

1401.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Mangooste's solution](#)

1402.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

1403.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Mangooste's solution](#)

1404.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Mangooste's solution](#)

1405.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

1406.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

1407.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[Mangooste's solution](#)

1408.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Mangooste's solution](#)

1409.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

1410.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Mangooste's solution](#)

1411.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Mangooste's solution](#)

1412.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

1413.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Mangooste's solution](#)

1414.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Mangooste's solution](#)

1415.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Mangooste's solution](#)

1416.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

1417.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Mangooste's solution](#)

1418.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Mangooste's solution](#)

1419.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Mangooste's solution](#)

1420.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

1421.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Mangooste's solution](#)

1422.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Mangooste's solution](#)

1423.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Mangooste's solution](#)

1424.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[Mangooste's solution](#)

1425.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Mangooste's solution](#)

1426.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Mangooste's solution](#)

1427.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Mangooste's solution](#)

1428.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Mangooste's solution](#)

1429.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[Mangooste's solution](#)

1430.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

1431.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Mangooste's solution](#)

1432.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Mangooste's solution](#)

1433.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Mangooste's solution](#)

1434.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Mangooste's solution](#)

1435.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Mangooste's solution](#)

1436.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Mangooste's solution](#)

1437.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Mangooste's solution](#)

1438.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Mangooste's solution](#)

1439.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[Mangooste's solution](#)

1440.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Mangooste's solution](#)

1441.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

1442.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Mangooste's solution](#)

1443.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 2100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mangooste's solution](#)

1444.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

1445.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

1446.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Mangooste's solution](#)

1447.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Mangooste's solution](#)

1448.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Mangooste's solution](#)

1449.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Mangooste's solution](#)

1450.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Mangooste's solution](#)

1451.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Mangooste's solution](#)

1452.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Mangooste's solution](#)

1453.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees

[Mangooste's solution](#)

1454.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Mangooste's solution](#)

1455.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Mangooste's solution](#)

1456.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2020-12-04 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[Mangooste's solution](#)

1457.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Mangooste's solution](#)

1458.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Mangooste's solution](#)

1459.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Mangooste's solution](#)

1460.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mangooste's solution](#)

1461.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Mangooste's solution](#)

1462.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mangooste's solution](#)

1463.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

1464.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,503 global accepts · Rating: 2100 · first AC: 2021-05-25 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Mangooste's solution](#)

1465.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[Mangooste's solution](#)

1466.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, geometry

[Mangooste's solution](#)

1467.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Mangooste's solution](#)

1468.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Mangooste's solution](#)

1469.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1470.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Mangooste's solution](#)

1471.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 2100 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

1472.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Mangooste's solution](#)

1473.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Mangooste's solution](#)

1474.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Mangooste's solution](#)

1475.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Mangooste's solution](#)

1476.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

1477.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Mangooste's solution](#)

1478.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,746 global accepts · Rating: 2100 · first AC: 2020-12-04 · Java 8 (first AC) · Tags: dp

[Mangooste's solution](#)

1479.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Mangooste's solution](#)

1480.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Mangooste's solution](#)

1481.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search
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1482.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
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1483.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[Mangooste's solution](#)

1484.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
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1485.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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1486.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
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1487.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
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1488.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2020-08-10 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
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1489.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
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1490.

1158C

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Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
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1491.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, matrices

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1492.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[Mangooste's solution](#)

1493.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Mangooste's solution](#)

1494.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

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1495.

590B

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Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-07-18 · last AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

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1496.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees

[Mangooste's solution](#)

1497.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,745 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Mangooste's solution](#)

1498.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[Mangooste's solution](#)

1499.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1500.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[Mangooste's solution](#)

1501.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

1502.

837E

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Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

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1503.

400E

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Quality: 1,043 global accepts · Rating: 2100 · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Mangooste's solution](#)

1504.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1505.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Mangooste's solution](#)

1506.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Mangooste's solution](#)

1507.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

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1508.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

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1509.

811D

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Quality: 1,902 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

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1510.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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1511.

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

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1512.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

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1513.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

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1514.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2020-06-04 · last AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

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1515.

1299C

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Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[Mangooste's solution](#)

1516.

1187E

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Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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1517.

1265E

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1518.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[Mangooste's solution](#)

1519.

1363D

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Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · PyPy 3 (first AC) · Tags: binary search, implementation, interactive, math

[Mangooste's solution](#)

1520.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

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1521.

1223E

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Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-05-26 · last AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, trees

[Mangooste's solution](#)

1522.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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1523.

1154F

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Quality: 3,336 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

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1524.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Mangooste's solution](#)

1525.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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1526.

1296F

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Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[Mangooste's solution](#)

1527.

1355E

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Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Mangooste's solution](#)

1528.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Mangooste's solution](#)

1529.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Mangooste's solution](#)

1530.

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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1531.

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

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1532.

1217D

[Coloring Edges · Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1533.

1121F

[Compress String · Tutorial](#)

Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: strings

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1534.

1003E

[Tree Constructing · Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

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1535.

1005F

[Berland and the Shortest Paths · Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Mangooste's solution](#)

1536.

1029E

[Tree with Small Distances · Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

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1537.

1108E2

[Array and Segments \(Hard version\) · Tutorial](#)

Quality: 2,522 global accepts · Rating: 2100 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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1538.

1077F2

[Pictures with Kittens \(hard version\) · Tutorial](#)

Quality: 4,183 global accepts · Rating: 2100 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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1539.

1343E

[Weights Distributing · Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Mangooste's solution](#)

1540.

1271E

[Common Number · Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math

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1541.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Mangooste's solution](#)

1542.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

1543.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 2100 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Mangooste's solution](#)

1544.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

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1545.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Mangooste's solution](#)

1546.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Mangooste's solution](#)

1547.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, math, sortings

[Mangooste's solution](#)

1548.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[Mangooste's solution](#)

1549.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-24 · last AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Mangooste's solution](#)

1550.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1551.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Mangooste's solution](#)

1552.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Mangooste's solution](#)

1553.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Mangooste's solution](#)

1554.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Mangooste's solution](#)

1555.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Mangooste's solution](#)

1556.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Mangooste's solution](#)

1557.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Mangooste's solution](#)

1558.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Mangooste's solution](#)

1559.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings

[Mangooste's solution](#)

1560.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[Mangooste's solution](#)

1561.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

1562.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Mangooste's solution](#)

1563.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1564.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Mangooste's solution](#)

1565.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[Mangooste's solution](#)

1566.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Mangooste's solution](#)

1567.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Mangooste's solution](#)

1568.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Mangooste's solution](#)

1569.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Mangooste's solution](#)

1570.

1967B2

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Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

1571.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

1572.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Mangooste's solution](#)

1573.

1666I

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Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Mangooste's solution](#)

1574.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Mangooste's solution](#)

1575.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1576.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Mangooste's solution](#)

1577.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Mangooste's solution](#)

1578.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mangooste's solution](#)

1579.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Mangooste's solution](#)

1580.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[Mangooste's solution](#)

1581.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

1582.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Mangooste's solution](#)

1583.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Mangooste's solution](#)

1584.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Mangooste's solution](#)

1585.

1769D2

[A,3D00A CT2D6BCaC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force

[Mangooste's solution](#)

1586.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Mangooste's solution](#)

1587.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Mangooste's solution](#)

1588.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Mangooste's solution](#)

1589.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Mangooste's solution](#)

1590.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1591.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2200 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Mangooste's solution](#)

1592.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)

1593.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Mangooste's solution](#)

1594.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Mangooste's solution](#)

1595.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Mangooste's solution](#)

1596.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Mangooste's solution](#)

1597.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Mangooste's solution](#)

1598.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Mangooste's solution](#)

1599.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

1600.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Mangooste's solution](#)

1601.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)**1602.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Mangooste's solution](#)**1603.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Mangooste's solution](#)**1604.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Mangooste's solution](#)**1605.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Mangooste's solution](#)**1606.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Mangooste's solution](#)**1607.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Mangooste's solution](#)**1608.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, interactive

[Mangooste's solution](#)**1609.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)**1610.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Mangooste's solution](#)

1611.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,333 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Mangooste's solution](#)**1612.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2200 · first AC: 2020-07-09 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Mangooste's solution](#)**1613.**

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Mangooste's solution](#)**1614.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Mangooste's solution](#)**1615.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Mangooste's solution](#)**1616.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Mangooste's solution](#)**1617.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Mangooste's solution](#)**1618.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Mangooste's solution](#)**1619.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Mangooste's solution](#)**1620.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Mangooste's solution](#)

1621.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs

[Mangooste's solution](#)

1622.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1623.

858E

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

Quality: 533 global accepts · Rating: 2200 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

1624.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Mangooste's solution](#)

1625.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Mangooste's solution](#)

1626.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Mangooste's solution](#)

1627.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2021-03-20 · last AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Mangooste's solution](#)

1628.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Mangooste's solution](#)

1629.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Mangooste's solution](#)

1630.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese

remainder theorem, math, number theory

[Mangooste's solution](#)

1631.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Mangooste's solution](#)

1632.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

1633.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[Mangooste's solution](#)

1634.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Mangooste's solution](#)

1635.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1636.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2200 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Mangooste's solution](#)

1637.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 2200 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Mangooste's solution](#)

1638.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

1639.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[Mangooste's solution](#)

1640.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms,

data structures, dp, implementation

[Mangooste's solution](#)

1641.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

1642.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Mangooste's solution](#)

1643.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Mangooste's solution](#)

1644.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

1645.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Mangooste's solution](#)

1646.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mangooste's solution](#)

1647.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Mangooste's solution](#)

1648.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures

[Mangooste's solution](#)

1649.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Mangooste's solution](#)

1650.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Mangooste's solution](#)

1651.

1227F1

[Wrong Answer on test 233 \(Easy Version\) · Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1652.

1389E

[Calendar Ambiguity · Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

1653.

1175E

[Minimal Segment Cover · Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Mangooste's solution](#)

1654.

962E

[Byteland, Berland and Disputed Cities · Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

1655.

813E

[Army Creation · Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

1656.

839D

[Winter is here · Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

1657.

1327D

[Infinite Path · Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Mangooste's solution](#)

1658.

731D

[80-th Level Archeology · Tutorial](#)

Quality: 1,279 global accepts · Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Mangooste's solution](#)

1659.

731E

[Funny Game · Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[Mangooste's solution](#)

1660.

590C

[Three States · Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Mangooste's solution](#)

1661.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Mangooste's solution](#)

1662.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[Mangooste's solution](#)

1663.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

1664.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Mangooste's solution](#)

1665.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[Mangooste's solution](#)

1666.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Mangooste's solution](#)

1667.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Mangooste's solution](#)

1668.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

1669.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[Mangooste's solution](#)

1670.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Mangooste's solution](#)

1671.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

1672.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Mangooste's solution](#)

1673.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Mangooste's solution](#)

1674.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Mangooste's solution](#)

1675.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Mangooste's solution](#)

1676.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Mangooste's solution](#)

1677.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Mangooste's solution](#)

1678.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[Mangooste's solution](#)

1679.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Mangooste's solution](#)

1680.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[Mangooste's solution](#)

1681.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number

theory, probabilities

[Mangooste's solution](#)

1682.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[Mangooste's solution](#)

1683.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Mangooste's solution](#)

1684.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Mangooste's solution](#)

1685.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[Mangooste's solution](#)

1686.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Mangooste's solution](#)

1687.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Mangooste's solution](#)

1688.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-05-16 · last AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Mangooste's solution](#)

1689.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Mangooste's solution](#)

1690.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-05-05 · last AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Mangooste's solution](#)

1691.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Mangooste's solution](#)

1692.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: 2200 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Mangooste's solution](#)

1693.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Mangooste's solution](#)

1694.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Mangooste's solution](#)

1695.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Mangooste's solution](#)

1696.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Mangooste's solution](#)

1697.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · last AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Mangooste's solution](#)

1698.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

1699.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Mangooste's solution](#)

1700.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Mangooste's solution](#)

1701.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dsu, graphs, greedy

[Mangooste's solution](#)

1702.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Mangooste's solution](#)

1703.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Mangooste's solution](#)

1704.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Mangooste's solution](#)

1705.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Mangooste's solution](#)

1706.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Mangooste's solution](#)

1707.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Mangooste's solution](#)

1708.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Mangooste's solution](#)

1709.

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

[Mangooste's solution](#)

1710.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Mangooste's solution](#)

1711.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1712.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Mangooste's solution](#)

1713.

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

[Mangooste's solution](#)

1714.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Mangooste's solution](#)

1715.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Mangooste's solution](#)

1716.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Mangooste's solution](#)

1717.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1718.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Mangooste's solution](#)

1719.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Mangooste's solution](#)

1720.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Mangooste's solution](#)

1721.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

1722.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Mangooste's solution](#)

1723.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Mangooste's solution](#)

1724.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Mangooste's solution](#)

1725.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-06-14 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Mangooste's solution](#)

1726.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Mangooste's solution](#)

1727.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

1728.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

1729.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Mangooste's solution](#)

1730.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

1731.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Mangooste's solution](#)

1732.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Mangooste's solution](#)

1733.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

1734.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Mangooste's solution](#)

1735.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Mangooste's solution](#)

1736.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Mangooste's solution](#)

1737.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

1738.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Mangooste's solution](#)

1739.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Mangooste's solution](#)

1740.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Mangooste's solution](#)

1741.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Mangooste's solution](#)

1742.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Mangooste's solution](#)

1743.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Mangooste's solution](#)

1744.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Mangooste's solution](#)

1745.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Mangooste's solution](#)

1746.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[Mangooste's solution](#)

1747.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Mangooste's solution](#)

1748.

1748E

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

Quality: 2,666 global accepts · Rating: 2300 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Mangooste's solution](#)

1749.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Mangooste's solution](#)

1750.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Mangooste's solution](#)

1751.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Mangooste's solution](#)

1752.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Mangooste's solution](#)

1753.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,720 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Mangooste's solution](#)

1754.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

1755.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Mangooste's solution](#)

1756.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1757.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Mangooste's solution](#)

1758.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Mangooste's solution](#)

1759.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Mangooste's solution](#)

1760.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Mangooste's solution](#)

1761.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[Mangooste's solution](#)

1762.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Mangooste's solution](#)

1763.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Mangooste's solution](#)

1764.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Mangooste's solution](#)

1765.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Mangooste's solution](#)

1766.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Mangooste's solution](#)

1767.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Mangooste's solution](#)

1768.

1594E2

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

Quality: 1,610 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Mangooste's solution](#)

1769.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

1770.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Mangooste's solution](#)

1771.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Mangooste's solution](#)

1772.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Mangooste's solution](#)

1773.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Mangooste's solution](#)

1774.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Mangooste's solution](#)

1775.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1776.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Mangooste's solution](#)

1777.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Mangooste's solution](#)

1778.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Mangooste's solution](#)

1779.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Mangooste's solution](#)

1780.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mangooste's solution](#)

1781.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 2300 · first AC: 2021-05-14 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Mangooste's solution](#)

1782.

1087E

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

Rating: 2300 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Mangooste's solution](#)

1783.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Mangooste's solution](#)

1784.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[Mangooste's solution](#)

1785.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mangooste's solution](#)

1786.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Mangooste's solution](#)

1787.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Mangooste's solution](#)

1788.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Mangooste's solution](#)

1789.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Mangooste's solution](#)

1790.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data

structures, implementation

[Mangooste's solution](#)

1791.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[Mangooste's solution](#)

1792.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[Mangooste's solution](#)

1793.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[Mangooste's solution](#)

1794.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Mangooste's solution](#)

1795.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

1796.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

1797.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[Mangooste's solution](#)

1798.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[Mangooste's solution](#)

1799.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[Mangooste's solution](#)

1800.

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[Mangooste's solution](#)

1801.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Mangooste's solution](#)**1802.**

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Mangooste's solution](#)**1803.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Mangooste's solution](#)**1804.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Mangooste's solution](#)**1805.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Mangooste's solution](#)**1806.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)**1807.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)**1808.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Mangooste's solution](#)**1809.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[Mangooste's solution](#)**1810.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Mangooste's solution](#)

1811.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-08-10 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Mangooste's solution](#)

1812.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Mangooste's solution](#)

1813.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[Mangooste's solution](#)

1814.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Mangooste's solution](#)

1815.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

1816.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Mangooste's solution](#)

1817.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Mangooste's solution](#)

1818.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[Mangooste's solution](#)

1819.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Mangooste's solution](#)

1820.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[Mangooste's solution](#)

1821.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Mangooste's solution](#)

1822.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[Mangooste's solution](#)

1823.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Mangooste's solution](#)

1824.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Mangooste's solution](#)

1825.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

1826.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[Mangooste's solution](#)

1827.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Mangooste's solution](#)

1828.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

1829.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, probabilities

[Mangooste's solution](#)

1830.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · last AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Mangooste's solution](#)

1831.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation

[Mangooste's solution](#)

1832.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Mangooste's solution](#)

1833.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1834.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[Mangooste's solution](#)

1835.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Mangooste's solution](#)

1836.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[Mangooste's solution](#)

1837.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Mangooste's solution](#)

1838.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Mangooste's solution](#)

1839.

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[Mangooste's solution](#)

1840.

1255F

[Point Ordering](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive

[Mangooste's solution](#)

1841.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Mangooste's solution](#)

1842.

1248E

[Queue in the Train](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

1843.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[Mangooste's solution](#)

1844.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

1845.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

1846.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

1847.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Mangooste's solution](#)

1848.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[Mangooste's solution](#)

1849.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Mangooste's solution](#)

1850.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Mangooste's solution](#)

1851.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Mangooste's solution](#)

1852.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Mangooste's solution](#)

1853.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

1854.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1855.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Mangooste's solution](#)

1856.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[Mangooste's solution](#)

1857.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Mangooste's solution](#)

1858.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Mangooste's solution](#)

1859.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

1860.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

1861.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Mangooste's solution](#)

1862.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Mangooste's solution](#)

1863.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Mangooste's solution](#)

1864.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[Mangooste's solution](#)

1865.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Mangooste's solution](#)

1866.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Mangooste's solution](#)

1867.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Mangooste's solution](#)

1868.

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Mangooste's solution](#)

1869.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[Mangooste's solution](#)

1870.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Mangooste's solution](#)

1871.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Mangooste's solution](#)

1872.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Mangooste's solution](#)

1873.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[Mangooste's solution](#)

1874.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Mangooste's solution](#)

1875.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

1876.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Mangooste's solution](#)

1877.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Mangooste's solution](#)

1878.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2400 · first AC: 2023-12-06 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Mangooste's solution](#)

1879.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Mangooste's solution](#)

1880.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry, hashing, strings

[Mangooste's solution](#)

1881.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Mangooste's solution](#)

1882.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Mangooste's solution](#)

1883.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Mangooste's solution](#)

1884.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Mangooste's solution](#)

1885.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Mangooste's solution](#)

1886.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Mangooste's solution](#)

1887.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Mangooste's solution](#)

1888.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Mangooste's solution](#)

1889.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Mangooste's solution](#)

1890.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, graphs

[Mangooste's solution](#)

1891.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[Mangooste's solution](#)

1892.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Mangooste's solution](#)

1893.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Mangooste's solution](#)

1894.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Mangooste's solution](#)

1895.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Mangooste's solution](#)

1896.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Mangooste's solution](#)

1897.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Mangooste's solution](#)

1898.

1779E

[Any's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Mangooste's solution](#)

1899.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Mangooste's solution](#)

1900.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Mangooste's solution](#)

1901.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Mangooste's solution](#)

1902.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-25 · last AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Mangooste's solution](#)

1903.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Mangooste's solution](#)

1904.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Mangooste's solution](#)

1905.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Mangooste's solution](#)

1906.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Mangooste's solution](#)

1907.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Mangooste's solution](#)

1908.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Mangooste's solution](#)

1909.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Mangooste's solution](#)

1910.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Mangooste's solution](#)

1911.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Mangooste's solution](#)

1912.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Mangooste's solution](#)

1913.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Mangooste's solution](#)

1914.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Mangooste's solution](#)

1915.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Mangooste's solution](#)

1916.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Mangooste's solution](#)

1917.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

1918.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Mangooste's solution](#)

1919.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Mangooste's solution](#)

1920.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

1921.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Mangooste's solution](#)

1922.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Mangooste's solution](#)

1923.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Mangooste's solution](#)

1924.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Mangooste's solution](#)

1925.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[Mangooste's solution](#)

1926.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Mangooste's solution](#)

1927.

1620G

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

Quality: 1,155 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Mangooste's solution](#)

1928.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Mangooste's solution](#)

1929.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Mangooste's solution](#)

1930.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Mangooste's solution](#)

1931.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-04-26 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mangooste's solution](#)

1932.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Mangooste's solution](#)

1933.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

1934.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[Mangooste's solution](#)

1935.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

1936.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Mangooste's solution](#)

1937.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1938.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Mangooste's solution](#)

1939.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Mangooste's solution](#)

1940.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Mangooste's solution](#)

1941.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Mangooste's solution](#)

1942.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

1943.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Mangooste's solution](#)

1944.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Mangooste's solution](#)

1945.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Mangooste's solution](#)

1946.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Mangooste's solution](#)

1947.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Mangooste's solution](#)

1948.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 2400 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Mangooste's solution](#)

1949.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Mangooste's solution](#)

1950.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, hashing

[Mangooste's solution](#)

1951.

1113F

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[Mangooste's solution](#)

1952.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 2400 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

1953.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Mangooste's solution](#)

1954.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[Mangooste's solution](#)

1955.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[Mangooste's solution](#)

1956.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2021-04-23 · last AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Mangooste's solution](#)

1957.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Mangooste's solution](#)

1958.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Mangooste's solution](#)

1959.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Mangooste's solution](#)

1960.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-04-05 · last AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[Mangooste's solution](#)

1961.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Mangooste's solution](#)

1962.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Mangooste's solution](#)

1963.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2400 · first AC: 2021-03-20 · last AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[Mangooste's solution](#)

1964.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: fft, geometry, number theory

[Mangooste's solution](#)

1965.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · last AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Mangooste's solution](#)

1966.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

1967.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Mangooste's solution](#)

1968.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Mangooste's solution](#)

1969.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Mangooste's solution](#)

1970.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Mangooste's solution](#)

1971.

330E

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

Rating: 2400 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

1972.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Mangooste's solution](#)

1973.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Mangooste's solution](#)

1974.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Mangooste's solution](#)

1975.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Mangooste's solution](#)

1976.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Mangooste's solution](#)

1977.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Mangooste's solution](#)

1978.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Mangooste's solution](#)

1979.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Mangooste's solution](#)

1980.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Mangooste's solution](#)

1981.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Mangooste's solution](#)

1982.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-12-02 · last AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Mangooste's solution](#)

1983.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-12-02 · last AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Mangooste's solution](#)

1984.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

1985.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2400 · first AC: 2020-12-01 · last AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Mangooste's solution](#)

1986.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Mangooste's solution](#)

1987.

1143F

[U2](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math

[Mangooste's solution](#)

1988.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-10-21 · last AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

1989.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Mangooste's solution](#)

1990.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Mangooste's solution](#)

1991.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Mangooste's solution](#)

1992.

1205C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, interactive

[Mangooste's solution](#)

1993.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

1994.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Mangooste's solution](#)

1995.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation

[Mangooste's solution](#)

1996.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,835 global accepts · Rating: 2400 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[Mangooste's solution](#)

1997.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

[Mangooste's solution](#)

1998.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Mangooste's solution](#)

1999.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Mangooste's solution](#)

2000.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Mangooste's solution](#)

2001.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Mangooste's solution](#)

2002.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Mangooste's solution](#)

2003.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2020-07-27 · last AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, matrices

[Mangooste's solution](#)

2004.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Mangooste's solution](#)

2005.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Mangooste's solution](#)

2006.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2020-07-24 · last AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[Mangooste's solution](#)

2007.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[Mangooste's solution](#)

2008.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Mangooste's solution](#)

2009.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Mangooste's solution](#)

2010.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Mangooste's solution](#)

2011.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Mangooste's solution](#)

2012.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Mangooste's solution](#)

2013.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Mangooste's solution](#)

2014.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Mangooste's solution](#)

2015.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · last AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Mangooste's solution](#)

2016.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Mangooste's solution](#)

2017.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Mangooste's solution](#)

2018.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Mangooste's solution](#)

2019.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Mangooste's solution](#)

2020.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2500 · first AC: 2025-08-04 · last AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, interactive

[Mangooste's solution](#)

2021.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · last AC: 2025-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Mangooste's solution](#)

2022.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Mangooste's solution](#)

2023.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Mangooste's solution](#)

2024.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Mangooste's solution](#)

2025.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Mangooste's solution](#)

2026.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Mangooste's solution](#)

2027.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Mangooste's solution](#)

2028.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Mangooste's solution](#)

2029.

2005E2

[Subtriangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Mangooste's solution](#)

2030.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Mangooste's solution](#)

2031.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Mangooste's solution](#)

2032.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Mangooste's solution](#)

2033.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2034.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Mangooste's solution](#)

2035.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Mangooste's solution](#)

2036.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mangooste's solution](#)

2037.

1976E

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

Quality: 1,303 global accepts · Rating: 2500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Mangooste's solution](#)

2038.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2039.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Mangooste's solution](#)

2040.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Mangooste's solution](#)

2041.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Mangooste's solution](#)

2042.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Mangooste's solution](#)

2043.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Mangooste's solution](#)

2044.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,196 global accepts · Rating: 2500 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Mangooste's solution](#)

2045.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

2046.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Mangooste's solution](#)

2047.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Mangooste's solution](#)

2048.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Mangooste's solution](#)

2049.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

2050.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2051.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Mangooste's solution](#)

2052.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Mangooste's solution](#)

2053.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Mangooste's solution](#)

2054.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Mangooste's solution](#)

2055.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Mangooste's solution](#)

2056.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2057.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Mangooste's solution](#)

2058.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Mangooste's solution](#)

2059.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Mangooste's solution](#)

2060.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Mangooste's solution](#)

2061.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Mangooste's solution](#)

2062.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[Mangooste's solution](#)

2063.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[Mangooste's solution](#)

2064.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Mangooste's solution](#)

2065.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Mangooste's solution](#)

2066.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Mangooste's solution](#)

2067.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Mangooste's solution](#)

2068.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Mangooste's solution](#)

2069.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Mangooste's solution](#)

2070.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Mangooste's solution](#)

2071.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[Mangooste's solution](#)

2072.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Mangooste's solution](#)

2073.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2074.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Mangooste's solution](#)

2075.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Mangooste's solution](#)

2076.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

2077.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Mangooste's solution](#)

2078.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Mangooste's solution](#)

2079.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Mangooste's solution](#)

2080.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Mangooste's solution](#)

2081.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Mangooste's solution](#)

2082.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2083.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graph matchings, greedy

[Mangooste's solution](#)

2084.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Mangooste's solution](#)

2085.

1305F

[Kuroki and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[Mangooste's solution](#)

2086.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Mangooste's solution](#)

2087.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Mangooste's solution](#)

2088.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

2089.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Mangooste's solution](#)

2090.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Mangooste's solution](#)

2091.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Mangooste's solution](#)

2092.

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Mangooste's solution](#)

2093.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 2500 · first AC: 2021-06-13 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Mangooste's solution](#)

2094.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Mangooste's solution](#)

2095.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Mangooste's solution](#)

2096.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Mangooste's solution](#)

2097.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Mangooste's solution](#)

2098.

1117G

[Recursive Queries · Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Mangooste's solution](#)**2099.**

1612G

[Max Sum Array · Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[Mangooste's solution](#)**2100.**

1623E

[Middle Duplication · Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Mangooste's solution](#)**2101.**

1625E1

[Cats on the Upgrade \(easy version\) · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Mangooste's solution](#)**2102.**

992E

[Nastya and King-Shamans · Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)**2103.**

1586F

[Defender of Childhood Dreams · Tutorial](#)

Rating: 2500 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Mangooste's solution](#)**2104.**

1583F

[Defender of Childhood Dreams · Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[Mangooste's solution](#)**2105.**

1556F

[Sports Betting · Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Mangooste's solution](#)**2106.**

1572B

[Xor of 3 · Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Mangooste's solution](#)**2107.**

1120D

[Power Tree · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

dp, dsu, graphs, greedy, trees

[Mangooste's solution](#)

2108.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Mangooste's solution](#)

2109.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Mangooste's solution](#)

2110.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[Mangooste's solution](#)

2111.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2021-08-19 · last AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

2112.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, implementation

[Mangooste's solution](#)

2113.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Mangooste's solution](#)

2114.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Mangooste's solution](#)

2115.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Mangooste's solution](#)

2116.

1559D2

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

Quality: 3,064 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Mangooste's solution](#)

2117.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and

similar, dp, games, math, trees

[Mangooste's solution](#)

2118.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[Mangooste's solution](#)

2119.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

2120.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2021-07-07 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Mangooste's solution](#)

2121.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Mangooste's solution](#)

2122.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-07-09 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[Mangooste's solution](#)

2123.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[Mangooste's solution](#)

2124.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

2125.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Mangooste's solution](#)

2126.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Mangooste's solution](#)

2127.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

2128.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Mangooste's solution](#)

2129.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Mangooste's solution](#)

2130.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2131.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Mangooste's solution](#)

2132.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)

2133.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Mangooste's solution](#)

2134.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Mangooste's solution](#)

2135.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

2136.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Mangooste's solution](#)

2137.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Mangooste's solution](#)

2138.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Mangooste's solution](#)

2139.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Mangooste's solution](#)

2140.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Mangooste's solution](#)

2141.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Mangooste's solution](#)

2142.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2143.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Mangooste's solution](#)

2144.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Mangooste's solution](#)

2145.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[Mangooste's solution](#)

2146.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-04-26 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Mangooste's solution](#)

2147.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Mangooste's solution](#)

2148.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: trees

[Mangooste's solution](#)

2149.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2150.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-21 · last AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Mangooste's solution](#)

2151.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[Mangooste's solution](#)

2152.

1497E2

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

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Mangooste's solution](#)

2153.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings

[Mangooste's solution](#)

2154.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2155.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Mangooste's solution](#)

2156.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Mangooste's solution](#)

2157.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Mangooste's solution](#)

2158.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Mangooste's solution](#)

2159.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Mangooste's solution](#)

2160.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-02-04 · last AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation

[Mangooste's solution](#)

2161.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Mangooste's solution](#)

2162.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Mangooste's solution](#)

2163.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Mangooste's solution](#)

2164.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Mangooste's solution](#)

2165.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

2166.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Mangooste's solution](#)

2167.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Mangooste's solution](#)

2168.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Mangooste's solution](#)

2169.

15D

[Map](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Mangooste's solution](#)

2170.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Mangooste's solution](#)

2171.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Mangooste's solution](#)

2172.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Mangooste's solution](#)

2173.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-07-27 · last AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Mangooste's solution](#)

2174.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[Mangooste's solution](#)

2175.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Mangooste's solution](#)

2176.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Mangooste's solution](#)

2177.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

sortings

[Mangooste's solution](#)

2178.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Mangooste's solution](#)

2179.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Mangooste's solution](#)

2180.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Mangooste's solution](#)

2181.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

2182.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Mangooste's solution](#)

2183.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Mangooste's solution](#)

2184.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Mangooste's solution](#)

2185.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Mangooste's solution](#)

2186.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2600 · first AC: 2025-08-04 · last AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Mangooste's solution](#)

2187.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Mangooste's solution](#)

2188.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Mangooste's solution](#)

2189.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Mangooste's solution](#)

2190.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Mangooste's solution](#)

2191.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Mangooste's solution](#)

2192.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Mangooste's solution](#)

2193.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-01-01 · last AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy

[Mangooste's solution](#)

2194.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mangooste's solution](#)

2195.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

2196.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Mangooste's solution](#)

2197.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Mangooste's solution](#)

2198.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Mangooste's solution](#)

2199.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Mangooste's solution](#)

2200.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-06-10 · last AC: 2024-10-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Mangooste's solution](#)

2201.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Mangooste's solution](#)

2202.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Mangooste's solution](#)

2203.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Mangooste's solution](#)

2204.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Mangooste's solution](#)

2205.

1994G

[Minecraft](#) · [Tutorial](#)

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

[Mangooste's solution](#)

2206.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2207.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Mangooste's solution](#)**2208.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Mangooste's solution](#)**2209.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Mangooste's solution](#)**2210.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Mangooste's solution](#)**2211.**

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[Mangooste's solution](#)**2212.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Mangooste's solution](#)**2213.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Mangooste's solution](#)**2214.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Mangooste's solution](#)**2215.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Mangooste's solution](#)**2216.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

implementation, math, number theory

[Mangooste's solution](#)

2217.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Mangooste's solution](#)

2218.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Mangooste's solution](#)

2219.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Mangooste's solution](#)

2220.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2221.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2600 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2222.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Mangooste's solution](#)

2223.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Mangooste's solution](#)

2224.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-03 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Mangooste's solution](#)

2225.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Mangooste's solution](#)

2226.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Mangooste's solution](#)

2227.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Mangooste's solution](#)

2228.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Mangooste's solution](#)

2229.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Mangooste's solution](#)

2230.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[Mangooste's solution](#)

2231.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Mangooste's solution](#)

2232.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Mangooste's solution](#)

2233.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[Mangooste's solution](#)

2234.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-18 · last AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Mangooste's solution](#)

2235.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Mangooste's solution](#)

2236.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Mangooste's solution](#)

2237.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Mangooste's solution](#)

2238.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Mangooste's solution](#)

2239.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Mangooste's solution](#)

2240.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Mangooste's solution](#)

2241.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Mangooste's solution](#)

2242.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[Mangooste's solution](#)

2243.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Mangooste's solution](#)

2244.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Mangooste's solution](#)

2245.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

2246.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Mangooste's solution](#)

2247.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Mangooste's solution](#)

2248.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[Mangooste's solution](#)

2249.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-08-17 · last AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Mangooste's solution](#)

2250.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Mangooste's solution](#)

2251.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Mangooste's solution](#)

2252.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2021-08-19 · last AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[Mangooste's solution](#)

2253.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Mangooste's solution](#)

2254.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Mangooste's solution](#)

2255.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Mangooste's solution](#)

2256.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Mangooste's solution](#)

2257.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

2258.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[Mangooste's solution](#)

2259.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[Mangooste's solution](#)

2260.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2261.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Mangooste's solution](#)

2262.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Mangooste's solution](#)

2263.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, greedy

[Mangooste's solution](#)

2264.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2265.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[Mangooste's solution](#)

2266.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[Mangooste's solution](#)

2267.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[Mangooste's solution](#)

2268.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2269.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Mangooste's solution](#)

2270.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Mangooste's solution](#)

2271.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2021-06-06 · last AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Mangooste's solution](#)

2272.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Mangooste's solution](#)

2273.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

2274.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2275.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Mangooste's solution](#)

2276.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Mangooste's solution](#)

2277.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Mangooste's solution](#)

2278.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Mangooste's solution](#)

2279.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Mangooste's solution](#)

2280.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Mangooste's solution](#)

2281.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Mangooste's solution](#)

2282.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Mangooste's solution](#)

2283.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Mangooste's solution](#)

2284.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Mangooste's solution](#)

2285.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-18 · last AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Mangooste's solution](#)

2286.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

dsu, geometry, graphs, sortings

[Mangooste's solution](#)

2287.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Mangooste's solution](#)

2288.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Mangooste's solution](#)

2289.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-01-11 · last AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Mangooste's solution](#)

2290.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

2291.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[Mangooste's solution](#)

2292.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2020-10-18 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[Mangooste's solution](#)

2293.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-07-05 · last AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Mangooste's solution](#)

2294.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Mangooste's solution](#)

2295.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[Mangooste's solution](#)

2296.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[Mangooste's solution](#)

2297.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Mangooste's solution](#)

2298.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Mangooste's solution](#)

2299.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Mangooste's solution](#)

2300.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Mangooste's solution](#)

2301.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Mangooste's solution](#)

2302.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[Mangooste's solution](#)

2303.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Mangooste's solution](#)

2304.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[Mangooste's solution](#)

2305.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Mangooste's solution](#)

2306.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math
[Mangooste's solution](#)

2307.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · last AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[Mangooste's solution](#)

2308.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities
[Mangooste's solution](#)

2309.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[Mangooste's solution](#)

2310.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Mangooste's solution](#)

2311.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[Mangooste's solution](#)

2312.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[Mangooste's solution](#)

2313.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[Mangooste's solution](#)

2314.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy
[Mangooste's solution](#)

2315.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities
[Mangooste's solution](#)

2316.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2317.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

2318.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Mangooste's solution](#)

2319.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mangooste's solution](#)

2320.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2321.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Mangooste's solution](#)

2322.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Mangooste's solution](#)

2323.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[Mangooste's solution](#)

2324.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Mangooste's solution](#)

2325.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Mangooste's solution](#)

2326.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Mangooste's solution](#)

2327.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Mangooste's solution](#)

2328.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2329.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Mangooste's solution](#)

2330.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[Mangooste's solution](#)

2331.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Mangooste's solution](#)

2332.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Mangooste's solution](#)

2333.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Mangooste's solution](#)

2334.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-15 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Mangooste's solution](#)

2335.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Mangooste's solution](#)

2336.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Mangooste's solution](#)

2337.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Mangooste's solution](#)

2338.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Mangooste's solution](#)

2339.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Mangooste's solution](#)

2340.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Mangooste's solution](#)

2341.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mangooste's solution](#)

2342.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Mangooste's solution](#)

2343.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Mangooste's solution](#)

2344.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Mangooste's solution](#)

2345.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[Mangooste's solution](#)

2346.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Mangooste's solution](#)

2347.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[Mangooste's solution](#)

2348.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mangooste's solution](#)

2349.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-04-18 · last AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[Mangooste's solution](#)

2350.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory

[Mangooste's solution](#)

2351.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[Mangooste's solution](#)

2352.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Mangooste's solution](#)

2353.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Mangooste's solution](#)

2354.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Mangooste's solution](#)

2355.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices
[Mangooste's solution](#)

2356.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[Mangooste's solution](#)

2357.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths
[Mangooste's solution](#)

2358.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2700 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees
[Mangooste's solution](#)

2359.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Mangooste's solution](#)

2360.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees
[Mangooste's solution](#)

2361.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[Mangooste's solution](#)

2362.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[Mangooste's solution](#)

2363.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[Mangooste's solution](#)

2364.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees
[Mangooste's solution](#)

2365.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Mangooste's solution](#)**2366.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[Mangooste's solution](#)**2367.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[Mangooste's solution](#)**2368.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)**2369.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Mangooste's solution](#)**2370.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Mangooste's solution](#)**2371.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mangooste's solution](#)**2372.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[Mangooste's solution](#)**2373.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Mangooste's solution](#)**2374.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Mangooste's solution](#)

2375.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Mangooste's solution](#)

2376.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Mangooste's solution](#)

2377.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

2378.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Mangooste's solution](#)

2379.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Mangooste's solution](#)

2380.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Mangooste's solution](#)

2381.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mangooste's solution](#)

2382.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Mangooste's solution](#)

2383.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

2384.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Mangooste's solution](#)

2385.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Mangooste's solution](#)

2386.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

2387.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Mangooste's solution](#)

2388.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

2389.

1104E

[Johnny Solving](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Mangooste's solution](#)

2390.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Mangooste's solution](#)

2391.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Mangooste's solution](#)

2392.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[Mangooste's solution](#)

2393.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

2394.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings

[Mangooste's solution](#)

2395.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[Mangooste's solution](#)

2396.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Mangooste's solution](#)

2397.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-01-23 · last AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs

[Mangooste's solution](#)

2398.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[Mangooste's solution](#)

2399.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Mangooste's solution](#)

2400.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Mangooste's solution](#)

2401.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Mangooste's solution](#)

2402.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2700 · first AC: 2020-12-08 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2403.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Mangooste's solution](#)

2404.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · last AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy,

implementation, strings

[Mangooste's solution](#)

2405.

716E

[Digit Tree](#) · [Tutorial](#)

Quality: 2700 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Mangooste's solution](#)

2406.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

2407.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs

[Mangooste's solution](#)

2408.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Mangooste's solution](#)

2409.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Mangooste's solution](#)

2410.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2019-12-03 · last AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[Mangooste's solution](#)

2411.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2412.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[Mangooste's solution](#)

2413.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Mangooste's solution](#)

2414.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math,

sortings

[Mangooste's solution](#)

2415.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Mangooste's solution](#)

2416.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[Mangooste's solution](#)

2417.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Mangooste's solution](#)

2418.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2419.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Mangooste's solution](#)

2420.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Mangooste's solution](#)

2421.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Mangooste's solution](#)

2422.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Mangooste's solution](#)

2423.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Mangooste's solution](#)

2424.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[Mangooste's solution](#)

2425.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[Mangooste's solution](#)

2426.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Mangooste's solution](#)

2427.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory
[Mangooste's solution](#)

2428.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Mangooste's solution](#)

2429.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Mangooste's solution](#)

2430.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Mangooste's solution](#)

2431.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Mangooste's solution](#)

2432.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Mangooste's solution](#)

2433.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Mangooste's solution](#)

2434.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

dfs and similar, graphs, implementation, shortest paths, two pointers

[Mangooste's solution](#)

2435.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Mangooste's solution](#)

2436.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Mangooste's solution](#)

2437.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Mangooste's solution](#)

2438.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-31 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Mangooste's solution](#)

2439.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2440.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Mangooste's solution](#)

2441.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mangooste's solution](#)

2442.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2443.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Mangooste's solution](#)

2444.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Mangooste's solution](#)

2445.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Mangooste's solution](#)

2446.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mangooste's solution](#)

2447.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-06-10 · last AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Mangooste's solution](#)

2448.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Mangooste's solution](#)

2449.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2450.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Mangooste's solution](#)

2451.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Mangooste's solution](#)

2452.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Mangooste's solution](#)

2453.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Mangooste's solution](#)

2454.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

hashing, probabilities

[Mangooste's solution](#)

2455.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Mangooste's solution](#)

2456.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Mangooste's solution](#)

2457.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-13 · last AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[Mangooste's solution](#)

2458.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Mangooste's solution](#)

2459.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · last AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Mangooste's solution](#)

2460.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Mangooste's solution](#)

2461.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mangooste's solution](#)

2462.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Mangooste's solution](#)

2463.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees

[Mangooste's solution](#)

2464.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2465.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings

[Mangooste's solution](#)

2466.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Mangooste's solution](#)

2467.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Mangooste's solution](#)

2468.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Mangooste's solution](#)

2469.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Mangooste's solution](#)

2470.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

2471.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Mangooste's solution](#)

2472.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Mangooste's solution](#)

2473.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Mangooste's solution](#)

2474.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Mangooste's solution](#)

2475.

1609F

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Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Mangooste's solution](#)

2476.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

2477.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Mangooste's solution](#)

2478.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[Mangooste's solution](#)

2479.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Mangooste's solution](#)

2480.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2481.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Mangooste's solution](#)

2482.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Mangooste's solution](#)

2483.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Mangooste's solution](#)

2484.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[Mangooste's solution](#)

2485.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[Mangooste's solution](#)

2486.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

2487.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

2488.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Mangooste's solution](#)

2489.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Mangooste's solution](#)

2490.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Mangooste's solution](#)

2491.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mangooste's solution](#)

2492.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Mangooste's solution](#)

2493.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[Mangooste's solution](#)

2494.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-04-29 · last AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Mangooste's solution](#)

2495.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-01-16 · last AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Mangooste's solution](#)

2496.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-20 · last AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Mangooste's solution](#)

2497.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Mangooste's solution](#)

2498.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[Mangooste's solution](#)

2499.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Mangooste's solution](#)

2500.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Mangooste's solution](#)

2501.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Mangooste's solution](#)

2502.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Mangooste's solution](#)

2503.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2900 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

2504.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Mangooste's solution](#)

2505.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Mangooste's solution](#)

2506.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mangooste's solution](#)

2507.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2508.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2509.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Mangooste's solution](#)

2510.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Mangooste's solution](#)

2511.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2512.

2041L

[Building Castle](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2513.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Mangooste's solution](#)

2514.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[Mangooste's solution](#)

2515.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs
[Mangooste's solution](#)

2516.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[Mangooste's solution](#)

2517.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers
[Mangooste's solution](#)

2518.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[Mangooste's solution](#)

2519.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-06-21 · last AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Mangooste's solution](#)

2520.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs
[Mangooste's solution](#)

2521.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-22 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[Mangooste's solution](#)

2522.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2900 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Mangooste's solution](#)

2523.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings
[Mangooste's solution](#)

2524.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Mangooste's solution](#)

2525.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Mangooste's solution](#)

2526.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[Mangooste's solution](#)

2527.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Mangooste's solution](#)

2528.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Mangooste's solution](#)

2529.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Mangooste's solution](#)

2530.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2531.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Mangooste's solution](#)

2532.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[Mangooste's solution](#)

2533.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Mangooste's solution](#)

2534.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

2535.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[Mangooste's solution](#)

2536.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Mangooste's solution](#)

2537.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[Mangooste's solution](#)

2538.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Mangooste's solution](#)

2539.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Mangooste's solution](#)

2540.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Mangooste's solution](#)

2541.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities

[Mangooste's solution](#)

2542.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2543.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, dfs and similar, dp, trees

[Mangooste's solution](#)

2544.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Mangooste's solution](#)

2545.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2546.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[Mangooste's solution](#)

2547.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, shortest paths

[Mangooste's solution](#)

2548.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Mangooste's solution](#)

2549.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Mangooste's solution](#)

2550.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Mangooste's solution](#)

2551.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Mangooste's solution](#)

2552.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Mangooste's solution](#)

2553.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Mangooste's solution](#)

2554.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Mangooste's solution](#)

2555.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Mangooste's solution](#)

2556.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

2557.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Mangooste's solution](#)

2558.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Mangooste's solution](#)

2559.

1079G

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-03-16 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

2560.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Mangooste's solution](#)

2561.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[Mangooste's solution](#)

2562.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Mangooste's solution](#)

2563.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Mangooste's solution](#)

2564.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2565.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Mangooste's solution](#)

2566.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[Mangooste's solution](#)

2567.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Mangooste's solution](#)

2568.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Mangooste's solution](#)

2569.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Mangooste's solution](#)

2570.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mangooste's solution](#)

2571.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Mangooste's solution](#)

2572.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

2573.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Mangooste's solution](#)

2574.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-06-25 · last AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[Mangooste's solution](#)

2575.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

2576.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Mangooste's solution](#)

2577.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Mangooste's solution](#)

2578.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-04-02 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[Mangooste's solution](#)

2579.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Mangooste's solution](#)

2580.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Mangooste's solution](#)

2581.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Mangooste's solution](#)

2582.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2583.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Mangooste's solution](#)

2584.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Mangooste's solution](#)

2585.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Mangooste's solution](#)

2586.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-04-14 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Mangooste's solution](#)

2587.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[Mangooste's solution](#)

2588.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Mangooste's solution](#)

2589.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Mangooste's solution](#)

2590.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Mangooste's solution](#)

2591.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Mangooste's solution](#)

2592.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Mangooste's solution](#)

2593.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Mangooste's solution](#)

2594.

1748F

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Quality: 395 global accepts · Rating: 3000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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2595.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, strings

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2596.

1707D

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Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Mangooste's solution](#)

2597.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Mangooste's solution](#)

2598.

859G

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Quality: 189 global accepts · Rating: 3000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[Mangooste's solution](#)

2599.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Mangooste's solution](#)

2600.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

2601.

568E

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Quality: 632 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

2602.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2022-04-14 · last AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Mangooste's solution](#)

2603.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Mangooste's solution](#)

2604.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[Mangooste's solution](#)

2605.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Mangooste's solution](#)

2606.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2607.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Mangooste's solution](#)

2608.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Mangooste's solution](#)

2609.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Mangooste's solution](#)

2610.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Mangooste's solution](#)

2611.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Mangooste's solution](#)

2612.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Mangooste's solution](#)

2613.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[Mangooste's solution](#)

2614.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Mangooste's solution](#)

2615.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[Mangooste's solution](#)

2616.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Mangooste's solution](#)

2617.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Mangooste's solution](#)

2618.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-10-22 · last AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Mangooste's solution](#)

2619.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Mangooste's solution](#)

2620.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2621.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Mangooste's solution](#)

2622.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Mangooste's solution](#)

2623.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Mangooste's solution](#)

2624.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Mangooste's solution](#)

2625.

2172D

[Divisor Card Game](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Mangooste's solution](#)

2626.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

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2627.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Mangooste's solution](#)

2628.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar

[Mangooste's solution](#)

2629.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Mangooste's solution](#)

2630.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Mangooste's solution](#)

2631.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Mangooste's solution](#)

2632.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Mangooste's solution](#)

2633.

2068D

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Quality: 265 global accepts · Rating: 3100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[Mangooste's solution](#)

2634.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

2635.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2636.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Mangooste's solution](#)

2637.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Mangooste's solution](#)

2638.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs

[Mangooste's solution](#)

2639.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2640.

2006E

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Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Mangooste's solution](#)

2641.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Mangooste's solution](#)

2642.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2643.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-06-23 · last AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Mangooste's solution](#)

2644.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Mangooste's solution](#)

2645.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Mangooste's solution](#)

2646.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Mangooste's solution](#)

2647.

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Mangooste's solution](#)

2648.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Mangooste's solution](#)

2649.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Mangooste's solution](#)

2650.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Mangooste's solution](#)

2651.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[Mangooste's solution](#)

2652.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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2653.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

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2654.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Mangooste's solution](#)

2655.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Mangooste's solution](#)

2656.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-05 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[Mangooste's solution](#)

2657.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-01-21 · last AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Mangooste's solution](#)

2658.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Mangooste's solution](#)

2659.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Mangooste's solution](#)

2660.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[Mangooste's solution](#)

2661.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Mangooste's solution](#)

2662.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2022-05-05 · last AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Mangooste's solution](#)

2663.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[Mangooste's solution](#)

2664.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Mangooste's solution](#)

2665.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Mangooste's solution](#)

2666.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

2667.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Mangooste's solution](#)

2668.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Mangooste's solution](#)

2669.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

2670.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Mangooste's solution](#)

2671.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Mangooste's solution](#)

2672.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Mangooste's solution](#)

2673.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

2674.

1089J

[JS Minification](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

2675.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Mangooste's solution](#)

2676.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive

[Mangooste's solution](#)

2677.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[Mangooste's solution](#)

2678.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Mangooste's solution](#)

2679.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[Mangooste's solution](#)

2680.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Mangooste's solution](#)

2681.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Mangooste's solution](#)

2682.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Mangooste's solution](#)

2683.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Mangooste's solution](#)

2684.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[Mangooste's solution](#)

2685.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Mangooste's solution](#)

2686.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2687.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[Mangooste's solution](#)

2688.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Mangooste's solution](#)

2689.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2690.

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, flows, greedy

[Mangooste's solution](#)

2691.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Mangooste's solution](#)

2692.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2693.

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

2694.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Mangooste's solution](#)

2695.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Mangooste's solution](#)

2696.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Mangooste's solution](#)

2697.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Mangooste's solution](#)

2698.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Mangooste's solution](#)

2699.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Mangooste's solution](#)

2700.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-04-17 · last AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Mangooste's solution](#)

2701.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Mangooste's solution](#)

2702.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[Mangooste's solution](#)

2703.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Mangooste's solution](#)

2704.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Mangooste's solution](#)

2705.

1588E

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

Rating: 3200 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Mangooste's solution](#)

2706.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[Mangooste's solution](#)

2707.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2708.

2172G

[Gene Editor](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3300 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2709.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Mangooste's solution](#)

2710.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-23 · last AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Mangooste's solution](#)

2711.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Mangooste's solution](#)

2712.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Mangooste's solution](#)

2713.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Mangooste's solution](#)

2714.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[Mangooste's solution](#)

2715.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[Mangooste's solution](#)

2716.

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2717.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Mangooste's solution](#)

2718.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Mangooste's solution](#)

2719.

2041N

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

Quality: 67 global accepts · Rating: 3300 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2720.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Mangooste's solution](#)

2721.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Mangooste's solution](#)

2722.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry

[Mangooste's solution](#)

2723.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Mangooste's solution](#)

2724.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Mangooste's solution](#)

2725.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Mangooste's solution](#)

2726.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Mangooste's solution](#)

2727.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Mangooste's solution](#)

2728.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Mangooste's solution](#)

2729.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Mangooste's solution](#)

2730.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2731.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[Mangooste's solution](#)

2732.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Mangooste's solution](#)

2733.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Mangooste's solution](#)

2734.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Mangooste's solution](#)

2735.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[Mangooste's solution](#)

2736.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Mangooste's solution](#)

2737.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Mangooste's solution](#)

2738.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Mangooste's solution](#)

2739.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[Mangooste's solution](#)

2740.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings

[Mangooste's solution](#)

2741.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2022-04-27 · last AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[Mangooste's solution](#)

2742.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Mangooste's solution](#)

2743.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

2744.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[Mangooste's solution](#)

2745.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Mangooste's solution](#)

2746.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[Mangooste's solution](#)

2747.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2025-07-13 · last AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Mangooste's solution](#)

2748.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-12 · last AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Mangooste's solution](#)

2749.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Mangooste's solution](#)

2750.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[Mangooste's solution](#)

2751.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Mangooste's solution](#)

2752.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Mangooste's solution](#)

2753.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Mangooste's solution](#)

2754.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Mangooste's solution](#)

2755.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[Mangooste's solution](#)

2756.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math

[Mangooste's solution](#)

2757.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Mangooste's solution](#)

2758.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mangooste's solution](#)

2759.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[Mangooste's solution](#)

2760.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-02-05 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Mangooste's solution](#)

2761.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[Mangooste's solution](#)

2762.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

2763.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Mangooste's solution](#)

2764.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

greedy

[Mangooste's solution](#)

2765.

1938A

[Antiparticle Antiphysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2766.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Mangooste's solution](#)

2767.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Mangooste's solution](#)

2768.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees

[Mangooste's solution](#)

2769.

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[Mangooste's solution](#)

2770.

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2025-08-06 · last AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2771.

2077G

[RGB Walking](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[Mangooste's solution](#)

2772.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[Mangooste's solution](#)

2773.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[Mangooste's solution](#)

2774.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2775.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Mangooste's solution](#)

2776.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-12-01 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Mangooste's solution](#)

2777.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation

[Mangooste's solution](#)

2778.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Mangooste's solution](#)

2779.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Mangooste's solution](#)

2780.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Mangooste's solution](#)

2781.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3500 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Mangooste's solution](#)

2782.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[Mangooste's solution](#)

2783.

1827F

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

Quality: 134 global accepts · Rating: 3500 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Mangooste's solution](#)

2784.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Mangooste's solution](#)

2785.

1868F

[LIS?](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Mangooste's solution](#)

2786.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Mangooste's solution](#)

2787.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[Mangooste's solution](#)

2788.

1750H

[BinaryStringForces](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp

[Mangooste's solution](#)

2789.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[Mangooste's solution](#)

2790.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · last AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2791.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2792.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2793.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2794.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2795.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2796.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2797.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2798.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2799.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2800.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2801.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2802.

101242H

[Polygonal Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2803.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2804.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2805.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2806.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2807.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2808.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2809.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2810.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2811.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2812.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2813.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2814.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2815.

102992B

[Baby's First Suffix Array Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2816.

101471G

[Replicate Replicate Rfplichte](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2817.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2818.

101471A

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

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2819.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2820.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2821.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2822.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2823.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2824.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2825.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2826.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2827.

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2828.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2829.

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2830.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2831.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2832.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2833.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2834.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2835.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2836.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2837.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2838.

103069E

[Tube Master III](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2839.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · last AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2840.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2841.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2842.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2843.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2844.

103069A

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

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2845.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2846.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2847.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2848.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2849.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2850.

102511C

[Checks Post Facto](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2851.

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2852.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2853.

102511B

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

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2854.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2855.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2856.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2857.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2858.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2859.

102201D

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2860.

102201C

[Cactus Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2861.

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2862.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2863.

102201I

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

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2864.

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2865.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2866.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2867.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · last AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2868.

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2869.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2870.

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2871.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2872.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2873.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2874.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2875.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2876.

104491D

[Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2877.

104491J

[Fast Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2878.

104491K

[Decoding The Message](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2879.

104491G

[Battleship: New Rules](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2880.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2881.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2882.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2883.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2884.

105143H

[Wings of Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2885.

105143L

[Magic Fairies](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2886.

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2887.

105143A

[Shaking Trees](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2888.

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2889.

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2890.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2891.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2892.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2893.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2894.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2895.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2896.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2897.

105214E

[Enumerating Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · last AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2898.

105214A

[Anton's ABCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2899.

105214G

[Graffiti](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2900.

105214K

[King's Dinner](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2901.

105214F

[Football in Osijek](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2902.

105214C

[Curly Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2903.

105214D

[Division 3 Polyglot](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2904.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2905.

102586B

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2906.

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2907.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2908.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2909.

102586D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2910.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2911.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2912.

103627H

[Endless Road](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2913.

103627K

[Fake Plastic Trees 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2914.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2915.

103627L

[Curly Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2916.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2917.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2918.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2919.

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2920.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2921.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2922.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2923.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2924.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2925.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2926.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2927.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2928.

104160B

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

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2929.

104160A

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

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2930.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2931.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2932.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2933.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2934.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2935.

102978D

[Do Use FFT](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2936.

102978E

[Edge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2937.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2938.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2939.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2940.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2941.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2942.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Mangooste's solution](#)

2943.

102798F

[Skeleton Dynamization](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2944.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2945.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2946.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2947.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2948.

102798J

[Steins:Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2949.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2950.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2951.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2952.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2953.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · last AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2954.

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2955.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2956.

102759C

[Economic One-way Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2957.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2958.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2959.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2960.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2961.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2962.

102896F

[Find a Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2963.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2964.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2965.

102896O

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2966.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2967.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2968.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2969.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2970.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2971.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2972.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2973.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2974.

101193B

[Variety](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2975.

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2976.

101193F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2977.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2978.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2979.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2980.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2981.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2982.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2983.

102441K

[Chess Positions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2984.

102441J

[Paternity Testing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2985.

102441B

[Redistribution of Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2986.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2987.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2988.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2989.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2990.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2991.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2992.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2993.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Mangooste's solution](#)

2994.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

2995.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

2996.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

2997.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

2998.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

2999.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3000.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3001.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3002.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3003.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3004.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3005.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3006.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3007.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3008.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3009.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3010.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3011.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3012.

102979L

[Lights On The Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3013.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3014.

102979K

[Knowledge Is...](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3015.

102979E

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

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3016.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3017.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3018.

102979J

[Junkeyom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3019.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3020.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3021.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3022.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3023.

102056G

[Omnipotent ... Garland](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3024.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3025.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3026.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3027.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3028.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3029.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3030.

103102I

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

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3031.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3032.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3033.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3034.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3035.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3036.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3037.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3038.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3039.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3040.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3041.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3042.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3043.

100959L

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

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3044.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3045.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3046.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3047.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3048.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3049.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3050.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3051.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3052.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3053.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3054.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3055.

101669I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3056.

101669C

[Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3057.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3058.

101669L

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

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3059.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3060.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3061.

101669F

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

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3062.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3063.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3064.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3065.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3066.

103109K

[Kirby's Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3067.

103109H

[Future Gadget Lab](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3068.

103109F

[Squid Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3069.

103109E

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

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3070.

103109C

[Goomba Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3071.

103109D

[Cytus Craze](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3072.

103109A

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

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3073.

103109B

[Azran Tablets](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3074.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3075.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3076.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3077.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3078.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3079.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3080.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3081.

1029367

[Binary Digits](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3082.

102962E

[Rooted MST](#) · Tutorial

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Mangooste's solution](#)

3083.

1029354

[A = DS C](#)

Rating: — · first AC: 2021-07-18 · last AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3084.

1532F

[Prefixes and Suffixes](#) · Tutorial

Quality: 219 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Mangooste's solution](#)

3085.

1532E

[Good Array](#) · Tutorial

Quality: 392 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special

[Mangooste's solution](#)

3086.

1532D

[Teams Forming](#) · Tutorial

Quality: 590 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[Mangooste's solution](#)

3087.

1532C

[Uniform String](#) · Tutorial

Quality: 641 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Mangooste's solution](#)

3088.

1532B

[Frog Jumping](#) · Tutorial

Quality: 829 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special, math

[Mangooste's solution](#)

3089.

1532A

[A+B \(Trial Problem\)](#) · Tutorial

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-26 · Kotlin 1.4 (first AC) · Tags: *special

[Mangooste's solution](#)

3090.

101187G

[A @DT\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3091.

101187J

[A @DT\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-10 · MS C++ 2017 (first AC) · Tags: —

[Mangooste's solution](#)

3092.

101187F

[A00C01>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3093.

101187C

[A45D#D`5 C`KCd8](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3094.

101187B

[A 2D\\$äC CD](#)

Rating: — · first AC: 2020-12-10 · MS C++ 2017 (first AC) · Tags: —

[Mangooste's solution](#)

3095.

101187D

[IQ D\\$5D0BaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3096.

101187K

[«A..AC#DäG ND"5CR 8C`8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3097.

101187I

[AäD0äGCÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3098.

101187A

[A15C0äD\\$KCR AC`8D\\$;C€](#)

Rating: — · first AC: 2020-12-10 · MS C++ 2017 (first AC) · Tags: —

[Mangooste's solution](#)

3099.

101636J

[B·0012G!5D!5CÔ8CR A C#>CòLDò<C€](#)

Rating: — · first AC: 2020-12-09 · MS C++ 2017 (first AC) · Tags: —

[Mangooste's solution](#)

3100.

101636E

[A45D#äC DAC#0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3101.

101636F

[Aö00C04C<C,,O 2](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3102.

101636C

[A#5CÔDC,,3D4@C FC,,>CÔ=D`9 DD0C";](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3103.

101636L

[A to CäAD\\$KCR AD4DDD8C=AD°](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3104.

101636K

[B <C,HCCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3105.

101636A

[B\\$CÖDi8Ct<](#)

Rating: — · first AC: 2020-12-09 · MS C++ 2017 (first AC) · Tags: —

[Mangooste's solution](#)

3106.

101636G

[AöÖÖta!](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3107.

101636M

[A\\$BdrAD\\$0CÔ>C\\$;CT=C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3108.

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3109.

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · MS C++ 2017 (first AC) · Tags: —

[Mangooste's solution](#)

3110.

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3111.

102443F

[Isosceles triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · Python 3 (first AC) · Tags: —

[Mangooste's solution](#)

3112.

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · Python 3 (first AC) · Tags: —

[Mangooste's solution](#)

3113.

102443A

[Attractive Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3114.

101609I

[Aö8Dd#FC](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3115.

101609J

[B 5D\\$2G,=D\\$8CÂ Gv-çFW](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3116.

101609F

[B 8D\\$C\\$0CÔ8CP](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3117.

101609C

[Aö@D16C#8 D ?Cä2Cä@CäBCä<](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3118.

101609H

[B TD?C,,AC =C,,5](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3119.

101609D

[Aö>CÖADt5D\\$K C" AD\\$@Cän](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3120.

101609G

[Aö>DriöGT4CÔODò 1C,,BC\\$0](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3121.

101609A

[AöC#CÔ>CÄ5D =CäAD\\$8](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3122.

101609E

[B ÜCt#D'5 Dd8DD@D°](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3123.

101609K

[AD@Cä1C'5CÔ8CP](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3124.

102644A

[Random Mood · Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3125.

101979H

[A65D\\$5D 1D4@C3ð](#)

Rating: — · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3126.

101979D

[A65D\\$5D @Cä:C, ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3127.

101979I

[A4=CäeDÄ D,;D6?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3128.

101979F

[B4@C2CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3129.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Mangooste's solution](#)

3130.

101979L

[AD80@Cä<D°](#)

Rating: — · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3131.

101979C

[ÄäE D46 DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: —

[Mangooste's solution](#)

3132.

101950B

[A\\$5C18C=8C' 1Cä9](#)

Rating: — · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3133.

1331H

[It's showtime · Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-13 · UnknownX (first AC) · Tags: *special

[Mangooste's solution](#)

3134.

1331C

[...And after happily lived ever they · Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Mangooste's solution](#)

3135.

1331D

[Again? · Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Mangooste's solution](#)

3136.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[Mangooste's solution](#)

3137.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Mangooste's solution](#)

3138.

102330D

[A@CäB 5D AC,,2CÔKC' BCä@C0](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3139.

102330C

[AÄODt8Cø8](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3140.

102330B

[Aö>C7C CD:C =C >C´8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)

3141.

102330A

[AD>CøBCä@ A 9C >C´8D](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Mangooste's solution](#)