

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

<https://cfelitetracker.vercel.app>

Unique solved — Marckess

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

Sort: Problem rating · easier first

Filters: none

Count: 6,222

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

2.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,830 global accepts · Rating: 800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

3.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

4.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,634 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

5.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,872 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[Marckess's solution](#)

6.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,218 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Marckess's solution](#)

7.

2211A

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

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Marckess's solution](#)

8.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,263 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

9.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

10.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,532 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

11.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,729 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

12.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,200 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

13.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,460 global accepts · Rating: 800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[Marckess's solution](#)

14.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,109 global accepts · Rating: 800 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

15.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,975 global accepts · Rating: 800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

16.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

17.

2205B

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

Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Marckess's solution](#)

18.

2205A

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

Quality: 17,293 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

19.

2192A

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

Quality: 17,903 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Marckess's solution](#)

20.

2193B

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

Quality: 30,113 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

21.

2193A

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

Quality: 42,646 global accepts · Rating: 800 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Marckess's solution](#)

22.

2189A

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

Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

23.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,691 global accepts · Rating: 800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

24.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,068 global accepts · Rating: 800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

25.

2162A

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

Quality: 41,586 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

26.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Marckess's solution](#)

27.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Marckess's solution](#)

28.

2179B

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

Quality: 28,336 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

29.

2179A

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

Quality: 34,419 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Marckess's solution](#)

30.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Marckess's solution](#)

31.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,326 global accepts · Rating: 800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

32.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

33.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

34.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Marckess's solution](#)

35.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,066 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

36.

2175A

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

Quality: 18,730 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Marckess's solution](#)

37.

2173A

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

Quality: 23,778 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

38.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 800 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

39.

2170A

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

Quality: 19,908 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Marckess's solution](#)

40.

2157A

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

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

41.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,522 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Marckess's solution](#)

42.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[Marckess's solution](#)

43.

2171A

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

Quality: 37,245 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[Marckess's solution](#)

44.

2163A

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

Quality: 19,593 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings
[Marckess's solution](#)

45.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[Marckess's solution](#)

46.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[Marckess's solution](#)

47.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Marckess's solution](#)

48.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[Marckess's solution](#)

49.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[Marckess's solution](#)

50.

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math
[Marckess's solution](#)

51.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,164 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers
[Marckess's solution](#)

52.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

53.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,454 global accepts · Rating: 800 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

54.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

55.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,586 global accepts · Rating: 800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Marckess's solution](#)

56.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

57.

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

58.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

59.

2137A

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

Quality: 35,309 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

60.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

61.

2139A

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

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

62.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Marckess's solution](#)

63.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

64.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,043 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Marckess's solution](#)

65.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,411 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Marckess's solution](#)

66.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,259 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

67.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,542 global accepts · Rating: 800 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

68.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Marckess's solution](#)

69.

2134A

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

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

70.

2131B

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

Quality: 30,950 global accepts · Rating: 800 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

71.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,864 global accepts · Rating: 800 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

72.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,640 global accepts · Rating: 800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

73.

2130A

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

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Marckess's solution](#)

74.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Marckess's solution](#)

75.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,373 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Marckess's solution](#)

76.

2125A

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

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[Marckess's solution](#)

77.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

78.

2126B

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

Quality: 37,688 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[Marckess's solution](#)

79.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,074 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[Marckess's solution](#)

80.

2124A

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

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Marckess's solution](#)

81.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[Marckess's solution](#)

82.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Marckess's solution](#)

83.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

84.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Marckess's solution](#)

85.

2120A

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

Quality: 20,324 global accepts · Rating: 800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Marckess's solution](#)

86.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Marckess's solution](#)

87.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,278 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Marckess's solution](#)

88.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

89.

2116A

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

Quality: 26,972 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Marckess's solution](#)

90.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

91.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,165 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

92.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,043 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

93.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

94.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,200 global accepts · Rating: 800 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Marckess's solution](#)

95.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Marckess's solution](#)

96.

2110A

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

Quality: 29,826 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

97.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Marckess's solution](#)

98.

2098A

[Vadim's Collection](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

99.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Marckess's solution](#)

100.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Marckess's solution](#)

101.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

102.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Marckess's solution](#)

103.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

104.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

105.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,274 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Marckess's solution](#)

106.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,836 global accepts · Rating: 800 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

107.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

108.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,541 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

109.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[Marckess's solution](#)

110.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

111.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

112.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,491 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Marckess's solution](#)

113.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Marckess's solution](#)

114.

2065A

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

Quality: 55,628 global accepts · Rating: 800 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

115.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

116.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Marckess's solution](#)

117.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

118.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Marckess's solution](#)

119.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

120.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

121.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

122.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Marckess's solution](#)

123.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[Marckess's solution](#)

124.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

125.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[Marckess's solution](#)

126.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

127.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[Marckess's solution](#)

128.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[Marckess's solution](#)

129.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,854 global accepts · Rating: 800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Marckess's solution](#)

130.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[Marckess's solution](#)

131.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[Marckess's solution](#)

132.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,695 global accepts · Rating: 800 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[Marckess's solution](#)

133.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[Marckess's solution](#)

134.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Marckess's solution](#)

135.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Marckess's solution](#)

136.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Marckess's solution](#)

137.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Marckess's solution](#)

138.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[Marckess's solution](#)

139.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

140.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Marckess's solution](#)

141.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

142.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[Marckess's solution](#)

143.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Marckess's solution](#)

144.

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Marckess's solution](#)

145.

2014B

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

Quality: 33,189 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[Marckess's solution](#)

146.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

147.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[Marckess's solution](#)

148.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Marckess's solution](#)

149.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Marckess's solution](#)

150.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

151.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Marckess's solution](#)

152.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Marckess's solution](#)

153.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Marckess's solution](#)

154.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Marckess's solution](#)

155.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

156.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

157.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

158.

1994A

[Diverse Game](#) · [Tutorial](#)

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

[Marckess's solution](#)

159.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

160.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,231 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

161.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Marckess's solution](#)

162.

1980A

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

Quality: 47,594 global accepts · Rating: 800 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

163.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

164.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

165.

1989A

[Catch the Coin](#) · [Tutorial](#)

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

[Marckess's solution](#)

166.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Marckess's solution](#)

167.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,982 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[Marckess's solution](#)

168.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Marckess's solution](#)

169.

1978B

[New Bakery](#) · [Tutorial](#)

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

[Marckess's solution](#)

170.

1978A

[Alice and Books](#) · [Tutorial](#)

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

[Marckess's solution](#)

171.

1979A

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

Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

172.

1984A

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

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

[Marckess's solution](#)

173.

1981A

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

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

[Marckess's solution](#)

174.

1976A

[Verify Password](#) · [Tutorial](#)

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

[Marckess's solution](#)

175.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Marckess's solution](#)

176.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Marckess's solution](#)

177.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Marckess's solution](#)

178.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Marckess's solution](#)

179.

1974B

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

Quality: 34,485 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Marckess's solution](#)

180.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,910 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

181.

1971A

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

Quality: 59,477 global accepts · Rating: 800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

182.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

183.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[Marckess's solution](#)

184.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

185.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

186.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

187.

1946A

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

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

188.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,316 global accepts · Rating: 800 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

189.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

190.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

191.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

192.

1935A

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

Quality: 30,323 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

193.

1934A

[Too Min Too Max](#) · [Tutorial](#)

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

[Marckess's solution](#)

194.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

195.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

196.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

197.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

198.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

199.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

200.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Marckess's solution](#)

201.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Marckess's solution](#)

202.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Marckess's solution](#)

203.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,604 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

204.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

205.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Marckess's solution](#)

206.

1918A

[Brick Wall](#) · [Tutorial](#)

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

[Marckess's solution](#)

207.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Marckess's solution](#)

208.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

209.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

210.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

211.

1920A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

212.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Marckess's solution](#)

213.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Marckess's solution](#)

214.

1916A

[2023](#) · [Tutorial](#)

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

[Marckess's solution](#)

215.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,179 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Marckess's solution](#)

216.

1915B

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

Quality: 50,348 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Marckess's solution](#)

217.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,793 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Marckess's solution](#)

218.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

219.

1914B

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

Quality: 33,224 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

220.

1914A

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

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

221.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

222.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,075 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

223.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,305 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[Marckess's solution](#)

224.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,287 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

225.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

226.

1899A

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

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

[Marckess's solution](#)

227.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

228.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,919 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Marckess's solution](#)

229.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

230.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

231.

1881A

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

Quality: 59,297 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Marckess's solution](#)

232.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Marckess's solution](#)

233.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

234.

1878A

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

Quality: 78,648 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

235.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Marckess's solution](#)

236.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

237.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,328 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[Marckess's solution](#)

238.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

239.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

240.

1867A

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

Quality: 21,142 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

241.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

242.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Marckess's solution](#)

243.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

244.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,321 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[Marckess's solution](#)

245.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Marckess's solution](#)

246.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,455 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[Marckess's solution](#)

247.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[Marckess's solution](#)

248.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Marckess's solution](#)

249.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[Marckess's solution](#)

250.

1845A

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

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

251.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[Marckess's solution](#)

252.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Marckess's solution](#)

253.

1843C

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

Quality: 39,495 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Marckess's solution](#)

254.

1843A

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

Quality: 37,308 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

255.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,645 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

256.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Marckess's solution](#)

257.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Marckess's solution](#)

258.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Marckess's solution](#)

259.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,050 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[Marckess's solution](#)

260.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

261.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

262.

1837A

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

Quality: 54,825 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

263.

1833C

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

Quality: 27,890 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

264.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

265.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Marckess's solution](#)

266.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[Marckess's solution](#)

267.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Marckess's solution](#)

268.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,433 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

269.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[Marckess's solution](#)

270.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,440 global accepts · Rating: 800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[Marckess's solution](#)

271.

1805B

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

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

[Marckess's solution](#)

272.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,916 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Marckess's solution](#)

273.

1810B

[Candies](#) · [Tutorial](#)

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

[Marckess's solution](#)

274.

1810A

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

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

[Marckess's solution](#)

275.

1798A

[Showstopper](#) · [Tutorial](#)

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

[Marckess's solution](#)

276.

1809A

[Garland](#) · [Tutorial](#)

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

[Marckess's solution](#)

277.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Marckess's solution](#)

278.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,349 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

279.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,705 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

280.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

281.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Marckess's solution](#)

282.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

283.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

284.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Marckess's solution](#)

285.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Marckess's solution](#)

286.

1789A

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

Quality: 32,958 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

287.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

288.

1795A

[Two Towers](#) · [Tutorial](#)

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

[Marckess's solution](#)

289.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

290.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,966 global accepts · Rating: 800 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

291.

1777A

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

Quality: 43,998 global accepts · Rating: 800 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

292.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

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

[Marckess's solution](#)

293.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

294.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

295.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

296.

1783A

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

Quality: 48,703 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Marckess's solution](#)

297.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Marckess's solution](#)

298.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

299.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Marckess's solution](#)

300.

1779A

[Hall of Fame](#) · [Tutorial](#)

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

301.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Marckess's solution](#)

302.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Marckess's solution](#)

303.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Marckess's solution](#)

304.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Marckess's solution](#)

305.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,418 global accepts · Rating: 800 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Marckess's solution](#)

306.

1774A

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

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

307.

1767B

[Block Towers](#) · [Tutorial](#)

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

308.

1767A

[Cut the Triangle](#) · [Tutorial](#)

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

309.

1762A

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

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Marckess's solution](#)

310.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,990 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Marckess's solution](#)

311.

1764A

[Doremy's Paint](#) · [Tutorial](#)

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

312.

1758A

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

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

313.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Marckess's solution](#)

314.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Marckess's solution](#)

315.

1760C

[Advantage](#) · [Tutorial](#)

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

316.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,927 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[Marckess's solution](#)

317.

1760B

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

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[Marckess's solution](#)

318.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Marckess's solution](#)

319.

1754A

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

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Marckess's solution](#)

320.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math
[Marckess's solution](#)

321.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Marckess's solution](#)

322.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Marckess's solution](#)

323.

1748A

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

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[Marckess's solution](#)

324.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Marckess's solution](#)

325.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Marckess's solution](#)

326.

1747A

[Two Groups](#) · [Tutorial](#)

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

327.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[Marckess's solution](#)

328.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[Marckess's solution](#)

329.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

330.

1743B

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

Quality: 23,193 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

331.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,540 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[Marckess's solution](#)

332.

1744B

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

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

333.

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

334.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Marckess's solution](#)

335.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

336.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,089 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

337.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,290 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

338.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

339.

1741A

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

Quality: 33,801 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

340.

1736A

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

Quality: 24,152 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

341.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

342.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

343.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

344.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

345.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

346.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

347.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

348.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

349.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,897 global accepts · Rating: 800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

350.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

351.

1728A

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

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Marckess's solution](#)

352.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

353.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

354.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,449 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

355.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,623 global accepts · Rating: 800 · first AC: 2022-08-30 · last AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

356.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

357.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

358.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Marckess's solution](#)

359.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marckess's solution](#)

360.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

361.

1713A

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

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation
[Marckess's solution](#)

362.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Marckess's solution](#)

363.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Marckess's solution](#)

364.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Marckess's solution](#)

365.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,774 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[Marckess's solution](#)

366.

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

367.

1705A

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

Quality: 26,580 global accepts · Rating: 800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Marckess's solution](#)

368.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[Marckess's solution](#)

369.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[Marckess's solution](#)

370.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Marckess's solution](#)

371.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,166 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

372.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

373.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

374.

1702A

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

Quality: 38,177 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

375.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

376.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

377.

1699A

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

Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

378.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

379.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Marckess's solution](#)

380.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Marckess's solution](#)

381.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

382.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[Marckess's solution](#)

383.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

384.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

385.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,092 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

386.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

387.

1690A

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

Quality: 35,628 global accepts · Rating: 800 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

388.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

389.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

390.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

391.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings

[Marckess's solution](#)

392.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

393.

1680A

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

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

394.

1676C

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

Quality: 34,636 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[Marckess's solution](#)

395.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,636 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

396.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,412 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

397.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

398.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

399.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,407 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

400.

1674A

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

Quality: 27,969 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

401.

1673A

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

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[Marckess's solution](#)

402.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

403.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math

[Marckess's solution](#)

404.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

405.

1669C

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

Quality: 41,475 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

406.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,540 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

407.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,523 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

408.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,369 global accepts · Rating: 800 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

409.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Marckess's solution](#)

410.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

411.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

412.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

413.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

414.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

415.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Marckess's solution](#)

416.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

417.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Marckess's solution](#)

418.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

419.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

420.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Marckess's solution](#)

421.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Marckess's solution](#)

422.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

423.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

424.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Marckess's solution](#)

425.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

426.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

427.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

428.

1624A

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

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

429.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

430.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

431.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

432.

1622A

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

Quality: 32,031 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Marckess's solution](#)

433.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

434.

1619B

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

Quality: 32,945 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

435.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,816 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

436.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

437.

1618A

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

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Marckess's solution](#)

438.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

439.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

440.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · last AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Marckess's solution](#)

441.

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Marckess's solution](#)

442.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

443.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

444.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

445.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

446.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

447.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Marckess's solution](#)

448.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

449.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,540 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

450.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

451.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Marckess's solution](#)

452.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

453.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Marckess's solution](#)

454.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

455.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

456.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

457.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

458.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

459.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

460.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

461.

1560A

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

Quality: 73,508 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

462.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,632 global accepts · Rating: 800 · first AC: 2021-07-03 · last AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

463.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Marckess's solution](#)

464.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

465.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

466.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[Marckess's solution](#)

467.

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

468.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

469.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

470.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

471.

1527A

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

Quality: 41,900 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Marckess's solution](#)

472.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

473.

1520A

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

Quality: 58,452 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

474.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

475.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Marckess's solution](#)

476.

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

477.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Marckess's solution](#)

478.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Marckess's solution](#)

479.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

480.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

481.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,086 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

482.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Marckess's solution](#)

483.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

484.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Marckess's solution](#)

485.

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

[Marckess's solution](#)

486.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

487.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

488.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

489.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

490.

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

[Marckess's solution](#)

491.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Marckess's solution](#)

492.

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[Marckess's solution](#)

493.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

494.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

495.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

496.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Marckess's solution](#)

497.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[Marckess's solution](#)

498.

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[Marckess's solution](#)

499.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

500.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

501.

1453A

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

Quality: 24,260 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

502.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

503.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

504.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[Marckess's solution](#)

505.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

506.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,938 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

507.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Marckess's solution](#)

508.

1438A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

509.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

510.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

511.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

512.

1433A

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

Quality: 62,640 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

513.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

514.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

515.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

516.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Marckess's solution](#)

517.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

518.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

519.

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

520.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

521.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

522.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

523.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Marckess's solution](#)

524.

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

[Marckess's solution](#)

525.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

526.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

527.

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

[Marckess's solution](#)

528.

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

[Marckess's solution](#)

529.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,872 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

530.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Marckess's solution](#)

531.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

532.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

533.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

534.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,724 global accepts · Rating: 800 · first AC: 2017-03-18 · last AC: 2020-07-01 · GNU C++ (first AC) · Tags: brute force, math
[Marckess's solution](#)

535.

1374A

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

Quality: 64,177 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[Marckess's solution](#)

536.

1369A

[Fashionable](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[Marckess's solution](#)

537.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,464 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[Marckess's solution](#)

538.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[Marckess's solution](#)

539.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,937 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Marckess's solution](#)

540.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Marckess's solution](#)

541.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Marckess's solution](#)

542.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,718 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Marckess's solution](#)

543.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Marckess's solution](#)

544.

1347C

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

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Marckess's solution](#)

545.

1347A

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

Quality: 800 · first AC: 2020-05-22 · last AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special

[Marckess's solution](#)

546.

1353B

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

Quality: 58,120 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

547.

1353A

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

Quality: 44,585 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

548.

1352A

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

Quality: 104,095 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

549.

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

550.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,128 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

551.

1335A

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

Quality: 104,783 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

552.

294A

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

Quality: 28,390 global accepts · Rating: 800 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

553.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

554.

1328A

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

Quality: 131,893 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

555.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

556.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marckess's solution](#)

557.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[Marckess's solution](#)

558.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

559.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Marckess's solution](#)

560.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

561.

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

[Marckess's solution](#)

562.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

563.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

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

[Marckess's solution](#)

564.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

565.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

566.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

567.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Marckess's solution](#)

568.

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

569.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

570.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

571.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

572.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

573.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

574.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

575.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

576.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

577.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

578.

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 800 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[Marckess's solution](#)

579.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Marckess's solution](#)

580.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

581.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

582.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

583.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2019-08-11 · Python 2 (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

584.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy

[Marckess's solution](#)

585.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: greedy

[Marckess's solution](#)

586.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Marckess's solution](#)

587.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

588.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Marckess's solution](#)

589.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[Marckess's solution](#)

590.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,105 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Marckess's solution](#)

591.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[Marckess's solution](#)

592.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: implementation
[Marckess's solution](#)

593.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Marckess's solution](#)

594.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Marckess's solution](#)

595.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Marckess's solution](#)

596.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[Marckess's solution](#)

597.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[Marckess's solution](#)

598.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Marckess's solution](#)

599.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

600.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

601.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,819 global accepts · Rating: 800 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

602.

822A

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

Quality: 36,806 global accepts · Rating: 800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

603.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

604.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,198 global accepts · Rating: 800 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

605.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

606.

630A

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

Quality: 93,499 global accepts · Rating: 800 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Marckess's solution](#)

607.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

608.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

609.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

610.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

611.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

612.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

613.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2018-06-19 · last AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[Marckess's solution](#)

614.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · last AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

615.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

616.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,319 global accepts · Rating: 800 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

617.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

618.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,903 global accepts · Rating: 800 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

619.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,665 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Marckess's solution](#)

620.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

621.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · Python 2 (first AC) · Tags: implementation

[Marckess's solution](#)

622.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

623.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

624.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,231 global accepts · Rating: 800 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

625.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

626.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

627.

472A

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

Quality: 70,768 global accepts · Rating: 800 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

628.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

629.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,805 global accepts · Rating: 800 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

630.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,511 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

631.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,090 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

632.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

633.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,377 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Marckess's solution](#)

634.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

635.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Marckess's solution](#)

636.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

637.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: math

[Marckess's solution](#)

638.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

639.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: games, math

[Marckess's solution](#)

640.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

641.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-19 · Python 2 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

642.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

643.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 800 · first AC: 2017-06-22 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

644.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

645.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

646.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

647.

791A

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

Quality: 257,190 global accepts · Rating: 800 · first AC: 2017-04-07 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

648.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,985 global accepts · Rating: 800 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

649.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

650.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2017-03-24 · GNU C++ (first AC) · Tags: math

[Marckess's solution](#)

651.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,225 global accepts · Rating: 800 · first AC: 2017-03-19 · last AC: 2017-03-24 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

652.

785A

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

Quality: 110,940 global accepts · Rating: 800 · first AC: 2017-03-21 · GNU C++ (first AC) · Tags: implementation, strings

[Marckess's solution](#)

653.

112A

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

Quality: 287,214 global accepts · Rating: 800 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: implementation, strings

[Marckess's solution](#)

654.

281A

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

Quality: 270,954 global accepts · Rating: 800 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: implementation, strings

[Marckess's solution](#)

655.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,668 global accepts · Rating: 800 · first AC: 2017-03-09 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

656.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

657.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,749 global accepts · Rating: 800 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

658.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

659.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,310 global accepts · Rating: 800 · first AC: 2017-02-13 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings

[Marckess's solution](#)

660.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,529 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

661.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,366 global accepts · Rating: 900 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

662.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 900 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Marckess's solution](#)

663.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

664.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Marckess's solution](#)

665.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Marckess's solution](#)

666.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,110 global accepts · Rating: 900 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

667.

2171B

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

Quality: 27,098 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

668.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,051 global accepts · Rating: 900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

669.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Marckess's solution](#)

670.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,460 global accepts · Rating: 900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

671.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 900 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

672.

2140B

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

Quality: 22,130 global accepts · Rating: 900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

673.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

674.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

675.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Marckess's solution](#)

676.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

677.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,462 global accepts · Rating: 900 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

678.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

679.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,488 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Marckess's solution](#)

680.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

681.

2085A

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

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

682.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

683.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[Marckess's solution](#)

684.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

685.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Marckess's solution](#)

686.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

687.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

688.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Marckess's solution](#)

689.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

690.

2013B

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

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

691.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Marckess's solution](#)

692.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Marckess's solution](#)

693.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

694.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Marckess's solution](#)

695.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

696.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,626 global accepts · Rating: 900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Marckess's solution](#)

697.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[Marckess's solution](#)

698.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Marckess's solution](#)

699.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Marckess's solution](#)

700.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,194 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[Marckess's solution](#)

701.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Marckess's solution](#)

702.

1927B

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

Quality: 38,127 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Marckess's solution](#)

703.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,369 global accepts · Rating: 900 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Marckess's solution](#)

704.

1918B

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

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

705.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Marckess's solution](#)

706.

1915D

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

Quality: 35,082 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Marckess's solution](#)

707.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Marckess's solution](#)

708.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[Marckess's solution](#)

709.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[Marckess's solution](#)

710.

1878C

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

Quality: 57,636 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

711.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

712.

1860A

[Not a Substring](#) · [Tutorial](#)

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

[Marckess's solution](#)

713.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Marckess's solution](#)

714.

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

[Marckess's solution](#)

715.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,536 global accepts · Rating: 900 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

716.

1837B

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

Quality: 50,095 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

717.

1833B

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

Quality: 29,619 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

718.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

719.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

720.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,753 global accepts · Rating: 900 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

721.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,859 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

722.

1795B

[Ideal Point](#) · [Tutorial](#)

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

[Marckess's solution](#)

723.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Marckess's solution](#)

724.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

725.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

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

[Marckess's solution](#)

726.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Marckess's solution](#)

727.

1764B

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

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

[Marckess's solution](#)

728.

1758B

[XOR = Average](#) · [Tutorial](#)

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

[Marckess's solution](#)

729.

1747B

[BAN BAN](#) · [Tutorial](#)

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

[Marckess's solution](#)

730.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Marckess's solution](#)

731.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

732.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,080 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

733.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Marckess's solution](#)

734.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

735.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

736.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

737.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

738.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

739.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

740.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[Marckess's solution](#)

741.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Marckess's solution](#)

742.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

743.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

744.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

745.

1675B

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

Quality: 43,282 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

746.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,933 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

747.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

748.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

749.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Marckess's solution](#)

750.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

751.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

752.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[Marckess's solution](#)

753.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 900 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

754.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,473 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Marckess's solution](#)

755.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

756.

1593B

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

Quality: 40,640 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[Marckess's solution](#)

757.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

758.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

759.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marckess's solution](#)

760.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,300 global accepts · Rating: 900 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

761.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number

theory, sortings

[Marckess's solution](#)

762.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[Marckess's solution](#)

763.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[Marckess's solution](#)

764.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

765.

1475B

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

Quality: 57,240 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Marckess's solution](#)

766.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Marckess's solution](#)

767.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

768.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,448 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

769.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Marckess's solution](#)

770.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

771.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

772.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

math

[Marckess's solution](#)

773.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Marckess's solution](#)

774.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Marckess's solution](#)

775.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Marckess's solution](#)

776.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

777.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

778.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Marckess's solution](#)

779.

1374B

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

Quality: 71,577 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

780.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

[Marckess's solution](#)

781.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[Marckess's solution](#)

782.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

783.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

784.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Marckess's solution](#)

785.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

786.

1326B

[Maximums](#) · [Tutorial](#)

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

[Marckess's solution](#)

787.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

788.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

789.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

790.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

791.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

792.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Marckess's solution](#)

793.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

794.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

795.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Marckess's solution](#)

796.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

797.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

798.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

799.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

800.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

801.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

802.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[Marckess's solution](#)

803.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,861 global accepts · Rating: 900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

804.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

805.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Marckess's solution](#)

806.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

807.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

808.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

809.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

810.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

811.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

812.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,621 global accepts · Rating: 900 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

813.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

814.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 900 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

815.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 900 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

816.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

817.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,675 global accepts · Rating: 900 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

818.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

819.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

820.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math

[Marckess's solution](#)

821.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

822.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

823.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

824.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

825.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

826.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

827.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

828.

872A

[Search for Pretty Integers](#) · [Tutorial](#)

Rating: 900 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

829.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[Marckess's solution](#)

830.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

831.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Marckess's solution](#)

832.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

833.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,247 global accepts · Rating: 900 · first AC: 2017-05-19 · GNU C++ (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

834.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,002 global accepts · Rating: 900 · first AC: 2017-05-19 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

835.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[Marckess's solution](#)

836.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

837.

96A

[Football](#) · [Tutorial](#)

Quality: 193,637 global accepts · Rating: 900 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: implementation, strings

[Marckess's solution](#)

838.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,674 global accepts · Rating: 900 · first AC: 2017-03-09 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

839.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 124,998 global accepts · Rating: 900 · first AC: 2017-03-09 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

840.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

841.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

842.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

843.

2203B

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

Quality: 14,285 global accepts · Rating: 1000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Marckess's solution](#)

844.

2192B

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

Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

845.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1000 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

846.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

847.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Marckess's solution](#)

848.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

849.

2156B

[Strange Machine](#) · [Tutorial](#)

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

[Marckess's solution](#)

850.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,809 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

851.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

852.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

853.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

854.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

855.

2148D

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

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

856.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Marckess's solution](#)

857.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

858.

2123C

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

Quality: 30,877 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Marckess's solution](#)

859.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,737 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Marckess's solution](#)

860.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

861.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Marckess's solution](#)

862.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,607 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

863.

2093C

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

Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

864.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Marckess's solution](#)

865.

2060B

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

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

866.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

867.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

868.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

869.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Marckess's solution](#)

870.

2037C

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

Quality: 25,529 global accepts · Rating: 1000 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

871.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

872.

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

[Marckess's solution](#)

873.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

874.

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

[Marckess's solution](#)

875.

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

[Marckess's solution](#)

876.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Marckess's solution](#)

877.

1986B

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

Quality: 30,131 global accepts · Rating: 1000 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Marckess's solution](#)

878.

1782B

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

Rating: 1000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

879.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Marckess's solution](#)

880.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Marckess's solution](#)

881.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

882.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

883.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Marckess's solution](#)

884.

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

[Marckess's solution](#)

885.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Marckess's solution](#)

886.

1927C

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

Quality: 31,566 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

887.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,233 global accepts · Rating: 1000 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Marckess's solution](#)

888.

1916B

[Two Divisors](#) · [Tutorial](#)

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

[Marckess's solution](#)

889.

1876A

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

Quality: 34,912 global accepts · Rating: 1000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

890.

1859B

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

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

891.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

892.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

893.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,367 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

894.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Marckess's solution](#)

895.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Marckess's solution](#)

896.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

897.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

898.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Marckess's solution](#)

899.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,564 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Marckess's solution](#)

900.

1837C

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

Quality: 24,575 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

901.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Marckess's solution](#)

902.

1816B

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

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

903.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Marckess's solution](#)

904.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[Marckess's solution](#)

905.

1809B

[Points on Plane](#) · [Tutorial](#)

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

906.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

907.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,954 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Marckess's solution](#)

908.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Marckess's solution](#)

909.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Marckess's solution](#)

910.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Marckess's solution](#)

911.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

912.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

913.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

914.

1760D

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

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

[Marckess's solution](#)

915.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

916.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,537 global accepts · Rating: 1000 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Marckess's solution](#)

917.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,086 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Marckess's solution](#)

918.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

919.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

920.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

921.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Marckess's solution](#)

922.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Marckess's solution](#)

923.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Marckess's solution](#)

924.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[Marckess's solution](#)

925.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,023 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Marckess's solution](#)

926.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[Marckess's solution](#)

927.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Marckess's solution](#)

928.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings
[Marckess's solution](#)

929.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[Marckess's solution](#)

930.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Marckess's solution](#)

931.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

932.

1632B

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

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Marckess's solution](#)

933.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Marckess's solution](#)

934.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

935.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

936.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

937.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

938.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Marckess's solution](#)

939.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

940.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

941.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

942.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Marckess's solution](#)

943.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

944.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,929 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Marckess's solution](#)

945.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Marckess's solution](#)

946.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[Marckess's solution](#)

947.

1521A

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

Quality: 42,040 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

948.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

949.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Marckess's solution](#)

950.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,620 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

951.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Marckess's solution](#)

952.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Marckess's solution](#)

953.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Marckess's solution](#)

954.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

955.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[Marckess's solution](#)

956.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

957.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

958.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Marckess's solution](#)

959.

1438B

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

Quality: 29,063 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Marckess's solution](#)

960.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Marckess's solution](#)

961.

1419D1

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

Quality: 26,385 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Marckess's solution](#)

962.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

963.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

964.

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

[Marckess's solution](#)

965.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

966.

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

[Marckess's solution](#)

967.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Marckess's solution](#)

968.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

969.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

970.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,843 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

971.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

972.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

973.

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

[Marckess's solution](#)

974.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

975.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

976.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

977.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[Marckess's solution](#)

978.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

979.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

980.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,574 global accepts · Rating: 1000 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Marckess's solution](#)

981.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

982.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

983.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

984.

1245A

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

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

985.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

986.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Marckess's solution](#)

987.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[Marckess's solution](#)

988.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

989.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

990.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

991.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

992.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

993.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

994.

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

995.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

996.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[Marckess's solution](#)

997.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: greedy, math

[Marckess's solution](#)

998.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

999.

1155A

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

Quality: 25,967 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Marckess's solution](#)

1000.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[Marckess's solution](#)

1001.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,105 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

1002.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1003.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1004.

1088B

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

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1005.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1006.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: implementation, math

[Marckess's solution](#)

1007.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1008.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1009.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Marckess's solution](#)

1010.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1011.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1012.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1013.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1014.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

1015.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1016.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1017.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Marckess's solution](#)

1018.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: implementation, math
[Marckess's solution](#)

1019.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Marckess's solution](#)

1020.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,241 global accepts · Rating: 1000 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Marckess's solution](#)

1021.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[Marckess's solution](#)

1022.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Marckess's solution](#)

1023.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Marckess's solution](#)

1024.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math
[Marckess's solution](#)

1025.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math
[Marckess's solution](#)

1026.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[Marckess's solution](#)

1027.

742A

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

Quality: 51,979 global accepts · Rating: 1000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

1028.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1029.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1030.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1031.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1032.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1033.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

1034.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

1035.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1036.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,026 global accepts · Rating: 1000 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1037.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-21 · GNU C++ (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1038.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

1039.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1040.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1041.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: greedy, math

[Marckess's solution](#)

1042.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1043.

798A

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

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings

[Marckess's solution](#)

1044.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,315 global accepts · Rating: 1000 · first AC: 2017-03-31 · last AC: 2017-03-31 · GNU C++ (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1045.

75A

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

Quality: 29,721 global accepts · Rating: 1000 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1046.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,915 global accepts · Rating: 1000 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: implementation, math

[Marckess's solution](#)

1047.

165A

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

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1048.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1049.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[Marckess's solution](#)

1050.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2017-02-27 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1051.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

1052.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Marckess's solution](#)

1053.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Marckess's solution](#)

1054.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,570 global accepts · Rating: 1100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Marckess's solution](#)

1055.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Marckess's solution](#)

1056.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,323 global accepts · Rating: 1100 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Marckess's solution](#)

1057.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1058.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1059.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Marckess's solution](#)

1060.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

1061.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Marckess's solution](#)

1062.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1063.

2160B

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

Quality: 17,760 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1064.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1065.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,909 global accepts · Rating: 1100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Marckess's solution](#)

1066.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Marckess's solution](#)

1067.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,617 global accepts · Rating: 1100 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1068.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1069.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Marckess's solution](#)

1070.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Marckess's solution](#)

1071.

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

[Marckess's solution](#)

1072.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1073.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,114 global accepts · Rating: 1100 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

1074.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Marckess's solution](#)

1075.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Marckess's solution](#)

1076.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1077.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Marckess's solution](#)

1078.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Marckess's solution](#)

1079.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1080.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Marckess's solution](#)

1081.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1082.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Marckess's solution](#)

1083.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

1084.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

1085.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Marckess's solution](#)

1086.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Marckess's solution](#)

1087.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Marckess's solution](#)

1088.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Marckess's solution](#)

1089.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,196 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

1090.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[Marckess's solution](#)

1091.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1092.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

1093.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Marckess's solution](#)

1094.

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

1095.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

1096.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Marckess's solution](#)

1097.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Marckess's solution](#)

1098.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1099.

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Marckess's solution](#)

1100.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)**1101.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Marckess's solution](#)**1102.**

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

[Marckess's solution](#)**1103.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)**1104.**

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

[Marckess's solution](#)**1105.**

1976B

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

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

[Marckess's solution](#)**1106.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Marckess's solution](#)**1107.**

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)**1108.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Marckess's solution](#)**1109.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1110.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

1111.

1948B

[Array Fix](#) · [Tutorial](#)

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

[Marckess's solution](#)

1112.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Marckess's solution](#)

1113.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Marckess's solution](#)

1114.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

1115.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Marckess's solution](#)

1116.

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Marckess's solution](#)

1117.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Marckess's solution](#)

1118.

1917B

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

Quality: 36,349 global accepts · Rating: 1100 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Marckess's solution](#)

1119.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,527 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1120.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Marckess's solution](#)

1121.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1122.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Marckess's solution](#)

1123.

1899B

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

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Marckess's solution](#)

1124.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,011 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Marckess's solution](#)

1125.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Marckess's solution](#)

1126.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Marckess's solution](#)

1127.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Marckess's solution](#)

1128.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1129.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1130.

1842B

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

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

1131.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marckess's solution](#)

1132.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Marckess's solution](#)

1133.

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

[Marckess's solution](#)

1134.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1135.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Marckess's solution](#)

1136.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[Marckess's solution](#)

1137.

1826B

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

Quality: 28,158 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1138.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1139.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1140.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation, sortings

[Marckess's solution](#)

1141.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,842 global accepts · Rating: 1100 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Marckess's solution](#)

1142.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

1143.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1144.

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Marckess's solution](#)

1145.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1146.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,972 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Marckess's solution](#)

1147.

1783B

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

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

[Marckess's solution](#)

1148.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1149.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Marckess's solution](#)

1150.

1760E

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

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

[Marckess's solution](#)

1151.

1759C

[Thermostat](#) · [Tutorial](#)

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

[Marckess's solution](#)

1152.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

1153.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[Marckess's solution](#)

1154.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[Marckess's solution](#)

1155.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1156.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

1157.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1158.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1159.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1160.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

1161.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[Marckess's solution](#)

1162.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,120 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

1163.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

1164.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

1165.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,398 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Marckess's solution](#)

1166.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,067 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

1167.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

1168.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1169.

1673B

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

Quality: 21,768 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Marckess's solution](#)

1170.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

1171.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Marckess's solution](#)

1172.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1173.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Marckess's solution](#)

1174.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Marckess's solution](#)

1175.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

1176.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1177.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

1178.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Marckess's solution](#)

1179.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1180.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Marckess's solution](#)

1181.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

1182.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1183.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Marckess's solution](#)

1184.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

1185.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1186.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Marckess's solution](#)

1187.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1188.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Marckess's solution](#)

1189.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

1190.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

1191.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1192.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,807 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Marckess's solution](#)

1193.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

1194.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1195.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Marckess's solution](#)

1196.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

1197.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Marckess's solution](#)

1198.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1199.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math

[Marckess's solution](#)

1200.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Marckess's solution](#)

1201.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1202.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1203.

1407A

[Ahahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1204.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

1205.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1206.

1375A

[Sign Flipping](#) · [Tutorial](#)

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

[Marckess's solution](#)

1207.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1100 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

1208.

1370B

[GCD Compression](#) · [Tutorial](#)

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

[Marckess's solution](#)

1209.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

1210.

1365A

[Matrix Game](#) · [Tutorial](#)

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

[Marckess's solution](#)

1211.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,781 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[Marckess's solution](#)

1212.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

1213.

1335C

[Two Teams Composing](#) · [Tutorial](#)

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

[Marckess's solution](#)

1214.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1215.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1216.

1332A

[Exercising Walk](#) · [Tutorial](#)

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

[Marckess's solution](#)

1217.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[Marckess's solution](#)

1218.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

1219.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

1220.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

1221.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Marckess's solution](#)

1222.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Marckess's solution](#)

1223.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

1224.

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1225.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

1226.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[Marckess's solution](#)

1227.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Marckess's solution](#)

1228.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Marckess's solution](#)

1229.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Marckess's solution](#)

1230.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

1231.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[Marckess's solution](#)

1232.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,717 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Marckess's solution](#)

1233.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Marckess's solution](#)

1234.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[Marckess's solution](#)

1235.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Marckess's solution](#)

1236.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Marckess's solution](#)

1237.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1238.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1239.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,915 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

1240.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Marckess's solution](#)

1241.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1242.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1243.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1244.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1245.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1246.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1247.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · Python 2 (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

1248.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Marckess's solution](#)

1249.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[Marckess's solution](#)

1250.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Marckess's solution](#)

1251.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

1252.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1253.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1254.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Marckess's solution](#)

1255.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1256.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1257.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,550 global accepts · Rating: 1100 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1258.

706B

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

Quality: 84,426 global accepts · Rating: 1100 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation

[Marckess's solution](#)

1259.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

1260.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy

[Marckess's solution](#)

1261.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings

[Marckess's solution](#)

1262.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1263.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2017-06-26 · GNU C++ (first AC) · Tags: dp, implementation

[Marckess's solution](#)

1264.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

1265.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-17 · GNU C++ (first AC) · Tags: brute force

[Marckess's solution](#)

1266.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

1267.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: implementation, math

[Marckess's solution](#)

1268.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1269.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-21 · GNU C++ (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1270.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,983 global accepts · Rating: 1100 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1271.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1272.

433A

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

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1273.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1274.

227B

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

Quality: 32,438 global accepts · Rating: 1100 · first AC: 2017-03-18 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1275.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,051 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Marckess's solution](#)

1276.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Marckess's solution](#)

1277.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Marckess's solution](#)

1278.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Marckess's solution](#)

1279.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1280.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Marckess's solution](#)

1281.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Marckess's solution](#)

1282.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

1283.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,601 global accepts · Rating: 1200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

1284.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Marckess's solution](#)

1285.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,946 global accepts · Rating: 1200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1286.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1287.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 1200 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Marckess's solution](#)

1288.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[Marckess's solution](#)

1289.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Marckess's solution](#)

1290.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1291.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,062 global accepts · Rating: 1200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Marckess's solution](#)

1292.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

1293.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

1294.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

1295.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1296.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

1297.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Marckess's solution](#)

1298.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Marckess's solution](#)

1299.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

1300.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1301.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1302.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Marckess's solution](#)

1303.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

1304.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

1305.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Marckess's solution](#)

1306.

2092C

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

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1307.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1308.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,628 global accepts · Rating: 1200 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1309.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Marckess's solution](#)

1310.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Marckess's solution](#)

1311.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Marckess's solution](#)

1312.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Marckess's solution](#)

1313.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Marckess's solution](#)

1314.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1315.

2039C1

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

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Marckess's solution](#)

1316.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Marckess's solution](#)

1317.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1318.

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

[Marckess's solution](#)

1319.

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Marckess's solution](#)

1320.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-08-18 · last AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1321.

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

[Marckess's solution](#)

1322.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

1323.

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

[Marckess's solution](#)

1324.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

1325.

1989B

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

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

[Marckess's solution](#)

1326.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Marckess's solution](#)

1327.

1982B

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

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Marckess's solution](#)

1328.

1954C

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

Quality: 22,743 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1329.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1330.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Marckess's solution](#)

1331.

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Marckess's solution](#)

1332.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Marckess's solution](#)

1333.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Marckess's solution](#)

1334.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Marckess's solution](#)

1335.

1935B

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

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

[Marckess's solution](#)

1336.

1934B

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

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

[Marckess's solution](#)

1337.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Marckess's solution](#)

1338.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Marckess's solution](#)

1339.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Marckess's solution](#)

1340.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Marckess's solution](#)

1341.

1909B

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

Quality: 30,955 global accepts · Rating: 1200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Marckess's solution](#)

1342.

1916C

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

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

[Marckess's solution](#)

1343.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,081 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Marckess's solution](#)

1344.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1345.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Marckess's solution](#)

1346.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[Marckess's solution](#)

1347.

1859C

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

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Marckess's solution](#)

1348.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

1349.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Marckess's solution](#)

1350.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,398 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Marckess's solution](#)

1351.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,689 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Marckess's solution](#)

1352.

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[Marckess's solution](#)

1353.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,391 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1354.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Marckess's solution](#)

1355.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1200 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Marckess's solution](#)

1356.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,664 global accepts · Rating: 1200 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Marckess's solution](#)

1357.

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,345 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[Marckess's solution](#)

1358.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

1359.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,095 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Marckess's solution](#)

1360.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1361.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Marckess's solution](#)

1362.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1363.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[Marckess's solution](#)

1364.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1365.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,616 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

1366.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,254 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1367.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

1368.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Marckess's solution](#)

1369.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,629 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1370.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

1371.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1372.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Marckess's solution](#)

1373.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

1374.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1375.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Marckess's solution](#)

1376.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Marckess's solution](#)

1377.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Marckess's solution](#)

1378.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[Marckess's solution](#)

1379.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Marckess's solution](#)

1380.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Marckess's solution](#)

1381.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1382.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

1383.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1384.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1385.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1386.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1387.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Marckess's solution](#)

1388.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Marckess's solution](#)

1389.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Marckess's solution](#)

1390.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Marckess's solution](#)

1391.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[Marckess's solution](#)

1392.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

1393.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,459 global accepts · Rating: 1200 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1394.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1395.

1527B1

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

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Marckess's solution](#)

1396.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[Marckess's solution](#)

1397.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

1398.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,707 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Marckess's solution](#)

1399.

1497C1

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

Quality: 29,224 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1400.

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

[Marckess's solution](#)

1401.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[Marckess's solution](#)

1402.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Marckess's solution](#)

1403.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1404.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[Marckess's solution](#)

1405.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[Marckess's solution](#)

1406.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1407.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1408.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1409.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Marckess's solution](#)

1410.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Marckess's solution](#)

1411.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Marckess's solution](#)

1412.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1413.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Marckess's solution](#)

1414.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

1415.

655B

[Mischievous Mess Makers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1416.

655A

[Amity Assessment](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1417.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1418.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1419.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Marckess's solution](#)

1420.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1421.

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

[Marckess's solution](#)

1422.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

1423.

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

[Marckess's solution](#)

1424.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 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

[Marckess's solution](#)

1425.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

1426.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[Marckess's solution](#)

1427.

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

[Marckess's solution](#)

1428.

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

[Marckess's solution](#)

1429.

1352C

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

Quality: 69,761 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1430.

1352B

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

Quality: 44,818 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1431.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Marckess's solution](#)

1432.

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

[Marckess's solution](#)

1433.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1434.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1435.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Marckess's solution](#)

1436.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1437.

1305B

[Kuron and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Marckess's solution](#)

1438.

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

[Marckess's solution](#)

1439.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,737 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Marckess's solution](#)

1440.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

1441.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Marckess's solution](#)

1442.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[Marckess's solution](#)

1443.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

1444.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1445.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1446.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1447.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

1448.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1449.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,221 global accepts · Rating: 1200 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1450.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

1451.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1452.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

1453.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Marckess's solution](#)

1454.

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1455.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

1456.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1457.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Marckess's solution](#)

1458.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1459.

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

1460.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1461.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1462.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1463.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · last AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Marckess's solution](#)

1464.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[Marckess's solution](#)

1465.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

1466.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1467.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

1468.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1469.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

1470.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1471.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1472.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1473.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Marckess's solution](#)

1474.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1475.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1476.

709C

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

Rating: 1200 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1477.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

1478.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1479.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1480.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1481.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2018-06-19 · last AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[Marckess's solution](#)

1482.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[Marckess's solution](#)

1483.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

1484.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1485.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

1486.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,343 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Marckess's solution](#)

1487.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[Marckess's solution](#)

1488.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Marckess's solution](#)

1489.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Marckess's solution](#)

1490.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,238 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1491.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Marckess's solution](#)

1492.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, schedules

[Marckess's solution](#)

1493.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[Marckess's solution](#)

1494.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1495.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1496.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1497.

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1498.

574A

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

Quality: 9,523 global accepts · Rating: 1200 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1499.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1500.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1501.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1502.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,529 global accepts · Rating: 1200 · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: binary search, implementation

[Marckess's solution](#)

1503.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-23 · last AC: 2017-06-25 · GNU C++ (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

1504.

454B

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

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2017-06-22 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1505.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,897 global accepts · Rating: 1200 · first AC: 2017-06-22 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[Marckess's solution](#)

1506.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

1507.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1508.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

1509.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: geometry, math

[Marckess's solution](#)

1510.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

1511.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++ (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1512.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1513.

255B

[Code Parsing](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1200 · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1514.

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Marckess's solution](#)

1515.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

1516.

254A

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

Quality: 7,736 global accepts · Rating: 1200 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

1517.

342A

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

Quality: 13,874 global accepts · Rating: 1200 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1518.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2017-02-27 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[Marckess's solution](#)

1519.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy,

implementation

[Marckess's solution](#)

1520.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,421 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Marckess's solution](#)

1521.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Marckess's solution](#)

1522.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Marckess's solution](#)

1523.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Marckess's solution](#)

1524.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,082 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

1525.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1526.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Marckess's solution](#)

1527.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

1528.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1529.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[Marckess's solution](#)

1530.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marckess's solution](#)

1531.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,511 global accepts · Rating: 1300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Marckess's solution](#)

1532.

2181A

[Alphabet City](#) · [Tutorial](#)

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

[Marckess's solution](#)

1533.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1534.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,219 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1535.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Marckess's solution](#)

1536.

2172M

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

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Marckess's solution](#)

1537.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[Marckess's solution](#)

1538.

2165A

[Cyclic Merging](#) · [Tutorial](#)

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

[Marckess's solution](#)

1539.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

implementation

[Marckess's solution](#)

1540.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[Marckess's solution](#)

1541.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Marckess's solution](#)

1542.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Marckess's solution](#)

1543.

2152B

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

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

[Marckess's solution](#)

1544.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Marckess's solution](#)

1545.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Marckess's solution](#)

1546.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Marckess's solution](#)

1547.

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

[Marckess's solution](#)

1548.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Marckess's solution](#)

1549.

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

[Marckess's solution](#)

1550.

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

[Marckess's solution](#)

1551.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marckess's solution](#)

1552.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Marckess's solution](#)

1553.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,204 global accepts · Rating: 1300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1554.

2116B

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

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1555.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Marckess's solution](#)

1556.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1557.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1558.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Marckess's solution](#)

1559.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1560.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

1561.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

1562.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Marckess's solution](#)

1563.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Marckess's solution](#)

1564.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Marckess's solution](#)

1565.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Marckess's solution](#)

1566.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

1567.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Marckess's solution](#)

1568.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

1569.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

1570.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1571.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1572.

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Marckess's solution](#)

1573.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1574.

1978C

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

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

[Marckess's solution](#)

1575.

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

[Marckess's solution](#)

1576.

1981B

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

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

[Marckess's solution](#)

1577.

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

[Marckess's solution](#)

1578.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Marckess's solution](#)

1579.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Marckess's solution](#)

1580.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,164 global accepts · Rating: 1300 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

1581.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Marckess's solution](#)

1582.

1948C

[Arrow Path](#) · [Tutorial](#)

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

[Marckess's solution](#)

1583.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

1584.

1927D

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

Quality: 33,171 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Marckess's solution](#)

1585.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Marckess's solution](#)

1586.

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

[Marckess's solution](#)

1587.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Marckess's solution](#)

1588.

1900C

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

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

1589.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,272 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Marckess's solution](#)

1590.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[Marckess's solution](#)

1591.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[Marckess's solution](#)

1592.

1881D

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

Quality: 28,428 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Marckess's solution](#)

1593.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Marckess's solution](#)

1594.

1879C

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

Quality: 27,107 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
[Marckess's solution](#)

1595.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[Marckess's solution](#)

1596.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[Marckess's solution](#)

1597.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Marckess's solution](#)

1598.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,280 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Marckess's solution](#)

1599.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1600.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Marckess's solution](#)

1601.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Marckess's solution](#)

1602.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1603.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

1604.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1605.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1606.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

1607.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,773 global accepts · Rating: 1300 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[Marckess's solution](#)

1608.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Marckess's solution](#)

1609.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Marckess's solution](#)

1610.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1611.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1612.

1768C

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

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Marckess's solution](#)

1613.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

1614.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

1615.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

1616.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1617.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Marckess's solution](#)

1618.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Marckess's solution](#)

1619.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

1620.

1733C

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

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

1621.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1622.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Marckess's solution](#)

1623.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

1624.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Marckess's solution](#)

1625.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1626.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

1627.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

1628.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[Marckess's solution](#)

1629.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

1630.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, strings

[Marckess's solution](#)

1631.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Marckess's solution](#)

1632.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1633.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

1634.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

1635.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1636.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1637.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1638.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

1639.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[Marckess's solution](#)

1640.

1594E1

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

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

1641.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Marckess's solution](#)

1642.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Marckess's solution](#)

1643.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Marckess's solution](#)

1644.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1645.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

1646.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Marckess's solution](#)

1647.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Marckess's solution](#)

1648.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[Marckess's solution](#)

1649.

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

[Marckess's solution](#)

1650.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Marckess's solution](#)

1651.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1652.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Marckess's solution](#)

1653.

889A

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

Rating: 1300 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[Marckess's solution](#)

1654.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Marckess's solution](#)

1655.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Marckess's solution](#)

1656.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

1657.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

1658.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

1659.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

1660.

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

1661.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1662.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Marckess's solution](#)

1663.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Marckess's solution](#)

1664.

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

[Marckess's solution](#)

1665.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,838 global accepts · Rating: 1300 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Marckess's solution](#)

1666.

1372B

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

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1667.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

1668.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Marckess's solution](#)

1669.

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

[Marckess's solution](#)

1670.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1671.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Marckess's solution](#)

1672.

1364B

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

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[Marckess's solution](#)

1673.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,952 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers
[Marckess's solution](#)

1674.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[Marckess's solution](#)

1675.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[Marckess's solution](#)

1676.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,993 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[Marckess's solution](#)

1677.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Marckess's solution](#)

1678.

1347D

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

Rating: 1300 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[Marckess's solution](#)

1679.

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
[Marckess's solution](#)

1680.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Marckess's solution](#)

1681.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,043 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Marckess's solution](#)

1682.

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

[Marckess's solution](#)

1683.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1684.

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

[Marckess's solution](#)

1685.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

1686.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

1687.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Marckess's solution](#)

1688.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Marckess's solution](#)

1689.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1690.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1691.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

1692.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[Marckess's solution](#)

1693.

1249C1

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

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

1694.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math

[Marckess's solution](#)

1695.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

1696.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[Marckess's solution](#)

1697.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[Marckess's solution](#)

1698.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1699.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

1700.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Marckess's solution](#)

1701.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[Marckess's solution](#)

1702.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1703.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1704.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1705.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1706.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[Marckess's solution](#)

1707.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[Marckess's solution](#)

1708.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1709.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Marckess's solution](#)

1710.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Marckess's solution](#)

1711.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Marckess's solution](#)

1712.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

1713.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1714.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

1715.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

1716.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Marckess's solution](#)

1717.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1718.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1719.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1720.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1721.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1722.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1723.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1724.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1725.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

1726.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

1727.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

1728.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1729.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

1730.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1731.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Marckess's solution](#)

1732.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1733.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Marckess's solution](#)

1734.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[Marckess's solution](#)

1735.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

1736.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1737.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

1738.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math

[Marckess's solution](#)

1739.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

1740.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1741.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Marckess's solution](#)

1742.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1743.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Marckess's solution](#)

1744.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1745.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Marckess's solution](#)

1746.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1747.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Marckess's solution](#)

1748.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

1749.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1750.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Marckess's solution](#)

1751.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

1752.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Marckess's solution](#)

1753.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

1754.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1755.

872C

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

Rating: 1300 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Marckess's solution](#)

1756.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1757.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1758.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

1759.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2017-04-18 · last AC: 2017-07-04 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Marckess's solution](#)

1760.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: brute force, math

[Marckess's solution](#)

1761.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

1762.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-19 · GNU C++ (first AC) · Tags: data structures, implementation, math

[Marckess's solution](#)

1763.

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-05-12 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings

[Marckess's solution](#)

1764.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, dp, strings

[Marckess's solution](#)

1765.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1766.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: implementation

[Marckess's solution](#)

1767.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

1768.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Marckess's solution](#)

1769.

276B

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

Quality: 32,107 global accepts · Rating: 1300 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: games, greedy

[Marckess's solution](#)

1770.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,865 global accepts · Rating: 1300 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

1771.

462B

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

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: greedy

[Marckess's solution](#)

1772.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: implementation, math

[Marckess's solution](#)

1773.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,820 global accepts · Rating: 1300 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: binary search, implementation, math, number theory

[Marckess's solution](#)

1774.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,634 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Marckess's solution](#)

1775.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Marckess's solution](#)

1776.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Marckess's solution](#)

1777.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Marckess's solution](#)

1778.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Marckess's solution](#)

1779.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Marckess's solution](#)

1780.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Marckess's solution](#)

1781.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1782.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Marckess's solution](#)

1783.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,841 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Marckess's solution](#)

1784.

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

[Marckess's solution](#)

1785.

2156C

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

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

[Marckess's solution](#)

1786.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Marckess's solution](#)

1787.

2152C

[Triple Removal](#) · [Tutorial](#)

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

[Marckess's solution](#)

1788.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive
[Marckess's solution](#)

1789.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,116 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[Marckess's solution](#)

1790.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,321 global accepts · Rating: 1400 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees
[Marckess's solution](#)

1791.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[Marckess's solution](#)

1792.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Marckess's solution](#)

1793.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[Marckess's solution](#)

1794.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[Marckess's solution](#)

1795.

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[Marckess's solution](#)

1796.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,006 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees
[Marckess's solution](#)

1797.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1400 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[Marckess's solution](#)

1798.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1799.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Marckess's solution](#)

1800.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Marckess's solution](#)

1801.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Marckess's solution](#)

1802.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[Marckess's solution](#)

1803.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Marckess's solution](#)

1804.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Marckess's solution](#)

1805.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Marckess's solution](#)

1806.

2034C

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

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Marckess's solution](#)

1807.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

1808.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Marckess's solution](#)

1809.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marckess's solution](#)

1810.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[Marckess's solution](#)

1811.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Marckess's solution](#)

1812.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Marckess's solution](#)

1813.

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

[Marckess's solution](#)

1814.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Marckess's solution](#)

1815.

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

[Marckess's solution](#)

1816.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1817.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Marckess's solution](#)

1818.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

1819.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Marckess's solution](#)

1820.

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

[Marckess's solution](#)

1821.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

1822.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Marckess's solution](#)

1823.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1824.

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

[Marckess's solution](#)

1825.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Marckess's solution](#)

1826.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1827.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Marckess's solution](#)

1828.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Marckess's solution](#)

1829.

1918C

[XOR-distance](#) · [Tutorial](#)

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

[Marckess's solution](#)

1830.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Marckess's solution](#)

1831.

1919C

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

Quality: 28,575 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

1832.

1914E1

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

Quality: 14,242 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Marckess's solution](#)

1833.

1914E2

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

Quality: 14,748 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Marckess's solution](#)

1834.

1905C

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

Quality: 14,211 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1835.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Marckess's solution](#)

1836.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1837.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Marckess's solution](#)

1838.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Marckess's solution](#)

1839.

1887A1

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

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

1840.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,961 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Marckess's solution](#)

1841.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

1842.

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

[Marckess's solution](#)

1843.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1844.

1860C

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

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

[Marckess's solution](#)

1845.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Marckess's solution](#)

1846.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Marckess's solution](#)

1847.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Marckess's solution](#)

1848.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Marckess's solution](#)

1849.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,307 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

1850.

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

[Marckess's solution](#)

1851.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

1852.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

1853.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Marckess's solution](#)

1854.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1855.

1805C

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

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

[Marckess's solution](#)

1856.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Marckess's solution](#)

1857.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1858.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Marckess's solution](#)

1859.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Marckess's solution](#)

1860.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[Marckess's solution](#)

1861.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[Marckess's solution](#)

1862.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[Marckess's solution](#)

1863.

1761C

[Set Construction](#) · [Tutorial](#)

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

1864.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Marckess's solution](#)

1865.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Marckess's solution](#)

1866.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Marckess's solution](#)

1867.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[Marckess's solution](#)

1868.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Marckess's solution](#)

1869.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Marckess's solution](#)

1870.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1871.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

1872.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Marckess's solution](#)

1873.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

1874.

1705C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1875.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Marckess's solution](#)

1876.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Marckess's solution](#)

1877.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1878.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Marckess's solution](#)

1879.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Marckess's solution](#)

1880.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

1881.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Marckess's solution](#)

1882.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Marckess's solution](#)

1883.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Marckess's solution](#)

1884.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Marckess's solution](#)

1885.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Marckess's solution](#)

1886.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Marckess's solution](#)

1887.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Marckess's solution](#)

1888.

1624D

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

Quality: 19,079 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Marckess's solution](#)

1889.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Marckess's solution](#)

1890.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Marckess's solution](#)

1891.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Marckess's solution](#)

1892.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Marckess's solution](#)

1893.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Marckess's solution](#)

1894.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[Marckess's solution](#)

1895.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Marckess's solution](#)

1896.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Marckess's solution](#)

1897.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Marckess's solution](#)

1898.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

1899.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

1900.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Marckess's solution](#)

1901.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,103 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Marckess's solution](#)

1902.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[Marckess's solution](#)

1903.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

1904.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Marckess's solution](#)

1905.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[Marckess's solution](#)

1906.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Marckess's solution](#)

1907.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1908.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Marckess's solution](#)

1909.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1910.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Marckess's solution](#)

1911.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Marckess's solution](#)

1912.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Marckess's solution](#)

1913.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Marckess's solution](#)

1914.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

1915.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1916.

668A

[Little Artem and Matrix](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

1917.

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

[Marckess's solution](#)

1918.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,858 global accepts · Rating: 1400 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, math

[Marckess's solution](#)

1919.

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

[Marckess's solution](#)

1920.

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

[Marckess's solution](#)

1921.

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

[Marckess's solution](#)

1922.

1374D

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

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[Marckess's solution](#)

1923.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation

[Marckess's solution](#)

1924.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Marckess's solution](#)

1925.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,577 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[Marckess's solution](#)

1926.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1927.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Marckess's solution](#)

1928.

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

[Marckess's solution](#)

1929.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Marckess's solution](#)

1930.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1931.

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

[Marckess's solution](#)

1932.

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

[Marckess's solution](#)

1933.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1934.

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

[Marckess's solution](#)

1935.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

1936.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Marckess's solution](#)

1937.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[Marckess's solution](#)

1938.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[Marckess's solution](#)

1939.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

1940.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Marckess's solution](#)

1941.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 1400 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

1942.

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

[Marckess's solution](#)

1943.

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

[Marckess's solution](#)

1944.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

1945.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

1946.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

1947.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

1948.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Marckess's solution](#)

1949.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1950.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1951.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1952.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

1953.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

1954.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

1955.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

1956.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1957.

1215B

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

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[Marckess's solution](#)

1958.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1959.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,835 global accepts · Rating: 1400 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: dp

[Marckess's solution](#)

1960.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[Marckess's solution](#)

1961.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1962.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: implementation, two pointers

[Marckess's solution](#)

1963.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Marckess's solution](#)

1964.

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Marckess's solution](#)

1965.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Marckess's solution](#)

1966.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

1967.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

1968.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

1969.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

1970.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1971.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[Marckess's solution](#)

1972.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Marckess's solution](#)

1973.

270B

[Multithreading](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 1400 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

1974.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

1975.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

1976.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

1977.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Marckess's solution](#)

1978.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Marckess's solution](#)

1979.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

1980.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Marckess's solution](#)

1981.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 1400 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Marckess's solution](#)

1982.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

1983.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Marckess's solution](#)

1984.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

1985.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Marckess's solution](#)

1986.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

1987.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Marckess's solution](#)

1988.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

1989.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1990.

713A

[Sonya and Queries](#) · [Tutorial](#)

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

1991.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search

[Marckess's solution](#)

1992.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

1993.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Marckess's solution](#)

1994.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

1995.

438A

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

Rating: 1400 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

1996.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,707 global accepts · Rating: 1400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

1997.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Marckess's solution](#)

1998.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

1999.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

2000.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

2001.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,173 global accepts · Rating: 1400 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[Marckess's solution](#)

2002.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Marckess's solution](#)

2003.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

[Marckess's solution](#)

2004.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[Marckess's solution](#)

2005.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,550 global accepts · Rating: 1400 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

2006.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,367 global accepts · Rating: 1400 · first AC: 2017-06-21 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[Marckess's solution](#)

2007.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

2008.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: combinatorics

[Marckess's solution](#)

2009.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · GNU C++ (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2010.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

2011.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

2012.

489C

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

Quality: 51,678 global accepts · Rating: 1400 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

2013.

315A

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

Quality: 12,293 global accepts · Rating: 1400 · first AC: 2017-03-20 · GNU C++ (first AC) · Tags: brute force

[Marckess's solution](#)

2014.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[Marckess's solution](#)

2015.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings, two pointers

[Marckess's solution](#)

2016.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[Marckess's solution](#)

2017.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,023 global accepts · Rating: 1500 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Marckess's solution](#)

2018.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,727 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

2019.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Marckess's solution](#)

2020.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Marckess's solution](#)

2021.

2183C

[War Strategy](#) · [Tutorial](#)

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

[Marckess's solution](#)

2022.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Marckess's solution](#)

2023.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,023 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Marckess's solution](#)

2024.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

2025.

2153C

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

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

[Marckess's solution](#)

2026.

2146D1

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

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Marckess's solution](#)

2027.

2147C

[Rabbits](#) · [Tutorial](#)

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

[Marckess's solution](#)

2028.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

2029.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,370 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Marckess's solution](#)

2030.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Marckess's solution](#)

2031.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Marckess's solution](#)

2032.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Marckess's solution](#)

2033.

2107C

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

Quality: 12,095 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

[Marckess's solution](#)

2034.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 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

[Marckess's solution](#)

2035.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Marckess's solution](#)

2036.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Marckess's solution](#)

2037.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Marckess's solution](#)

2038.

2070C

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

Quality: 13,825 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

2039.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Marckess's solution](#)

2040.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,250 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Marckess's solution](#)

2041.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Marckess's solution](#)

2042.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Marckess's solution](#)

2043.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Marckess's solution](#)

2044.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Marckess's solution](#)

2045.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Marckess's solution](#)

2046.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2047.

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

[Marckess's solution](#)

2048.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

2049.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

2050.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

2051.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Marckess's solution](#)

2052.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Marckess's solution](#)

2053.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Marckess's solution](#)

2054.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,197 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Marckess's solution](#)

2055.

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2056.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Marckess's solution](#)

2057.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Marckess's solution](#)

2058.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Marckess's solution](#)

2059.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Marckess's solution](#)

2060.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

2061.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Marckess's solution](#)

2062.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[Marckess's solution](#)

2063.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Marckess's solution](#)

2064.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[Marckess's solution](#)

2065.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,469 global accepts · Rating: 1500 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Marckess's solution](#)

2066.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
[Marckess's solution](#)

2067.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

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

2068.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Marckess's solution](#)

2069.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings
[Marckess's solution](#)

2070.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[Marckess's solution](#)

2071.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[Marckess's solution](#)

2072.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Marckess's solution](#)

2073.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Marckess's solution](#)

2074.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

2075.

1774B

[Coloring](#) · [Tutorial](#)

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

[Marckess's solution](#)

2076.

1767D

[Playoff](#) · [Tutorial](#)

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

[Marckess's solution](#)

2077.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,785 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

2078.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[Marckess's solution](#)

2079.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Marckess's solution](#)

2080.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[Marckess's solution](#)

2081.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

2082.

1744E1

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

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Marckess's solution](#)

2083.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[Marckess's solution](#)

2084.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[Marckess's solution](#)

2085.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[Marckess's solution](#)

2086.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math
[Marckess's solution](#)

2087.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[Marckess's solution](#)

2088.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Marckess's solution](#)

2089.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Marckess's solution](#)

2090.

1690E

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

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[Marckess's solution](#)

2091.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[Marckess's solution](#)

2092.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[Marckess's solution](#)

2093.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,008 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Marckess's solution](#)

2094.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Marckess's solution](#)

2095.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Marckess's solution](#)

2096.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Marckess's solution](#)

2097.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

2098.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Marckess's solution](#)

2099.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Marckess's solution](#)

2100.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Marckess's solution](#)

2101.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2102.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)**2103.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)**2104.**

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)**2105.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Marckess's solution](#)**2106.**

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Marckess's solution](#)**2107.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)**2108.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Marckess's solution](#)**2109.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)**2110.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

[Marckess's solution](#)**2111.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Marckess's solution](#)

2112.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Marckess's solution](#)**2113.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Marckess's solution](#)**2114.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Marckess's solution](#)**2115.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)**2116.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[Marckess's solution](#)**2117.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Marckess's solution](#)**2118.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)**2119.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)**2120.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1500 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)**2121.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

2122.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics
[Marckess's solution](#)

2123.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[Marckess's solution](#)

2124.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[Marckess's solution](#)

2125.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
[Marckess's solution](#)

2126.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Marckess's solution](#)

2127.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Marckess's solution](#)

2128.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Marckess's solution](#)

2129.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Marckess's solution](#)

2130.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[Marckess's solution](#)

2131.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[Marckess's solution](#)

2132.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Marckess's solution](#)

2133.

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

[Marckess's solution](#)

2134.

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

[Marckess's solution](#)

2135.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Marckess's solution](#)

2136.

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

[Marckess's solution](#)

2137.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2138.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Marckess's solution](#)

2139.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2140.

273A

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

Rating: 1500 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

2141.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

2142.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

2143.

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

[Marckess's solution](#)

2144.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[Marckess's solution](#)

2145.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Marckess's solution](#)

2146.

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

[Marckess's solution](#)

2147.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Marckess's solution](#)

2148.

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

[Marckess's solution](#)

2149.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

2150.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Marckess's solution](#)

2151.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Marckess's solution](#)

2152.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

2153.

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

[Marckess's solution](#)

2154.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Marckess's solution](#)

2155.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

2156.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

2157.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[Marckess's solution](#)

2158.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2159.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[Marckess's solution](#)

2160.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Marckess's solution](#)

2161.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2162.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Marckess's solution](#)

2163.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[Marckess's solution](#)

2164.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Marckess's solution](#)

2165.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Marckess's solution](#)

2166.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[Marckess's solution](#)

2167.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[Marckess's solution](#)

2168.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[Marckess's solution](#)

2169.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[Marckess's solution](#)

2170.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[Marckess's solution](#)

2171.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

2172.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[Marckess's solution](#)

2173.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-09-01 · Python 3 (first AC) · Tags: greedy, implementation, strings

[Marckess's solution](#)

2174.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2175.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Marckess's solution](#)

2176.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2177.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

2178.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Marckess's solution](#)

2179.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

2180.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[Marckess's solution](#)

2181.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

2182.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

2183.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[Marckess's solution](#)

2184.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

2185.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[Marckess's solution](#)

2186.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Marckess's solution](#)

2187.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs
[Marckess's solution](#)

2188.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Marckess's solution](#)

2189.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Marckess's solution](#)

2190.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[Marckess's solution](#)

2191.

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: implementation
[Marckess's solution](#)

2192.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Marckess's solution](#)

2193.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

2194.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Marckess's solution](#)

2195.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[Marckess's solution](#)

2196.

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2197.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

2198.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

2199.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Marckess's solution](#)

2200.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2201.

415C

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

Rating: 1500 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marckess's solution](#)

2202.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[Marckess's solution](#)

2203.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

2204.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

2205.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

2206.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

2207.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2208.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,511 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Marckess's solution](#)

2209.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Marckess's solution](#)

2210.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2018-06-19 · last AC: 2018-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Marckess's solution](#)

2211.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

2212.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Marckess's solution](#)

2213.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: greedy

[Marckess's solution](#)

2214.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,853 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Marckess's solution](#)

2215.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

2216.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

2217.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, implementation

[Marckess's solution](#)

2218.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,205 global accepts · Rating: 1500 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: dfs and similar

[Marckess's solution](#)

2219.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 1500 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

2220.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[Marckess's solution](#)

2221.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,966 global accepts · Rating: 1500 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

2222.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

2223.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,480 global accepts · Rating: 1500 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2224.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

2225.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2226.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

2227.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

2228.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[Marckess's solution](#)

2229.

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Marckess's solution](#)

2230.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

2231.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Marckess's solution](#)

2232.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[Marckess's solution](#)

2233.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2234.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Marckess's solution](#)

2235.

357C

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

Rating: 1500 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

2236.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

2237.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

2238.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2239.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2240.

825D

[Suitable Replacement](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[Marckess's solution](#)

2241.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

2242.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2017-06-30 · GNU C++11 (first AC) · Tags: greedy

[Marckess's solution](#)

2243.

276C

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

Quality: 39,543 global accepts · Rating: 1500 · first AC: 2017-06-26 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

[Marckess's solution](#)

2244.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[Marckess's solution](#)

2245.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-23 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, sortings

[Marckess's solution](#)

2246.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: binary search, sortings

[Marckess's solution](#)

2247.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-07 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[Marckess's solution](#)

2248.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

2249.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

2250.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

2251.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Marckess's solution](#)

2252.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Marckess's solution](#)

2253.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Marckess's solution](#)

2254.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1600 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2255.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[Marckess's solution](#)

2256.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 global accepts · Rating: 1600 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Marckess's solution](#)

2257.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Marckess's solution](#)

2258.

2181F

[Fragmented Nim](#) · [Tutorial](#)

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

[Marckess's solution](#)

2259.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Marckess's solution](#)

2260.

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[Marckess's solution](#)

2261.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,126 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Marckess's solution](#)

2262.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Marckess's solution](#)

2263.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

2264.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 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

[Marckess's solution](#)

2265.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Marckess's solution](#)

2266.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

2267.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

2268.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Marckess's solution](#)

2269.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2270.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

2271.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Marckess's solution](#)

2272.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

2273.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Marckess's solution](#)

2274.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Marckess's solution](#)

2275.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Marckess's solution](#)

2276.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Marckess's solution](#)

2277.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dfs and similar, dp, graphs, greedy, sortings, trees

[Marckess's solution](#)

2278.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Marckess's solution](#)

2279.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Marckess's solution](#)

2280.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Marckess's solution](#)

2281.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Marckess's solution](#)

2282.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[Marckess's solution](#)

2283.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Marckess's solution](#)

2284.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Marckess's solution](#)

2285.

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

[Marckess's solution](#)

2286.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Marckess's solution](#)

2287.

1782C

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

Rating: 1600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Marckess's solution](#)

2288.

1978D

[Elections](#) · [Tutorial](#)

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

[Marckess's solution](#)

2289.

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

[Marckess's solution](#)

2290.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

2291.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,935 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2292.

1968E

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

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2293.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Marckess's solution](#)

2294.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Marckess's solution](#)

2295.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

2296.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[Marckess's solution](#)

2297.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Marckess's solution](#)

2298.

1904D1

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

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Marckess's solution](#)

2299.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math
[Marckess's solution](#)

2300.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Marckess's solution](#)

2301.

1917C

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

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[Marckess's solution](#)

2302.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[Marckess's solution](#)

2303.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Marckess's solution](#)

2304.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Marckess's solution](#)

2305.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Marckess's solution](#)

2306.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[Marckess's solution](#)

2307.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Marckess's solution](#)

2308.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Marckess's solution](#)

2309.

1840E

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

Quality: 9,307 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[Marckess's solution](#)

2310.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

2311.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Marckess's solution](#)

2312.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Marckess's solution](#)

2313.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Marckess's solution](#)

2314.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

2315.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Marckess's solution](#)

2316.

1798D

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

Quality: 14,075 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

2317.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Marckess's solution](#)

2318.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

2319.

1778C

[Flexible String](#) · [Tutorial](#)

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

[Marckess's solution](#)

2320.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

2321.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

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

[Marckess's solution](#)

2322.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Marckess's solution](#)

2323.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Marckess's solution](#)

2324.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2325.

1771C

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

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

[Marckess's solution](#)

2326.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Marckess's solution](#)

2327.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2328.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marckess's solution](#)

2329.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Marckess's solution](#)

2330.

1722E

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

Quality: 13,366 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[Marckess's solution](#)

2331.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Marckess's solution](#)

2332.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Marckess's solution](#)

2333.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Marckess's solution](#)

2334.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Marckess's solution](#)

2335.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,472 global accepts · Rating: 1600 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

2336.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[Marckess's solution](#)

2337.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[Marckess's solution](#)

2338.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Marckess's solution](#)

2339.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Marckess's solution](#)

2340.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,692 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2341.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Marckess's solution](#)

2342.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

2343.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Marckess's solution](#)

2344.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Marckess's solution](#)

2345.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Marckess's solution](#)

2346.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

2347.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,262 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2348.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Marckess's solution](#)

2349.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

2350.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

2351.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[Marckess's solution](#)

2352.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

2353.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Marckess's solution](#)

2354.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Marckess's solution](#)

2355.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2356.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

2357.

1537E1

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

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Marckess's solution](#)

2358.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[Marckess's solution](#)

2359.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[Marckess's solution](#)

2360.

1526C2

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

Quality: 29,727 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

2361.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[Marckess's solution](#)

2362.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Marckess's solution](#)

2363.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Marckess's solution](#)

2364.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[Marckess's solution](#)

2365.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Marckess's solution](#)

2366.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

2367.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

2368.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[Marckess's solution](#)

2369.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[Marckess's solution](#)

2370.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

2371.

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

[Marckess's solution](#)

2372.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Marckess's solution](#)

2373.

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

[Marckess's solution](#)

2374.

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

[Marckess's solution](#)

2375.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Marckess's solution](#)

2376.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[Marckess's solution](#)

2377.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2378.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[Marckess's solution](#)

2379.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

2380.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2381.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Marckess's solution](#)

2382.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Marckess's solution](#)

2383.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marckess's solution](#)

2384.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 1600 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

2385.

655C

[Enduring Exodus](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[Marckess's solution](#)

2386.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,596 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Marckess's solution](#)

2387.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Marckess's solution](#)

2388.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,344 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[Marckess's solution](#)

2389.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

2390.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

2391.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Marckess's solution](#)

2392.

495B

[Modular Equations](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2393.

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

[Marckess's solution](#)

2394.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Marckess's solution](#)

2395.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

2396.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Marckess's solution](#)

2397.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Marckess's solution](#)

2398.

1347E

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

Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[Marckess's solution](#)

2399.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

2400.

1353D

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

Quality: 20,279 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Marckess's solution](#)

2401.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Marckess's solution](#)

2402.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2403.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[Marckess's solution](#)

2404.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Marckess's solution](#)

2405.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Marckess's solution](#)

2406.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2407.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Marckess's solution](#)

2408.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

2409.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Marckess's solution](#)

2410.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Marckess's solution](#)

2411.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

2412.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Marckess's solution](#)

2413.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

2414.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Marckess's solution](#)

2415.

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Marckess's solution](#)

2416.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

2417.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Marckess's solution](#)

2418.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2419.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

2420.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

2421.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,251 global accepts · Rating: 1600 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

2422.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

2423.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

2424.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

2425.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[Marckess's solution](#)

2426.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Marckess's solution](#)

2427.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Marckess's solution](#)

2428.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

2429.

1234D

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

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

2430.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

2431.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2432.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

2433.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[Marckess's solution](#)

2434.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Marckess's solution](#)

2435.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2436.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[Marckess's solution](#)

2437.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Marckess's solution](#)

2438.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: trees

[Marckess's solution](#)

2439.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[Marckess's solution](#)

2440.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

2441.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-04-26 · last AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing,

strings

[Marckess's solution](#)

2442.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Marckess's solution](#)

2443.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Marckess's solution](#)

2444.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[Marckess's solution](#)

2445.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Marckess's solution](#)

2446.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[Marckess's solution](#)

2447.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

2448.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

2449.

966A

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

Rating: 1600 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Marckess's solution](#)

2450.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Marckess's solution](#)

2451.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

2452.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[Marckess's solution](#)

2453.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Marckess's solution](#)

2454.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Marckess's solution](#)

2455.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[Marckess's solution](#)

2456.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
[Marckess's solution](#)

2457.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,238 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[Marckess's solution](#)

2458.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[Marckess's solution](#)

2459.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,964 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[Marckess's solution](#)

2460.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[Marckess's solution](#)

2461.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[Marckess's solution](#)

2462.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

2463.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Marckess's solution](#)

2464.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

2465.

270C

[Magical Boxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Marckess's solution](#)

2466.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2467.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Marckess's solution](#)

2468.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Marckess's solution](#)

2469.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

2470.

373C

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

Rating: 1600 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

2471.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2018-07-23 · Python 2 (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

2472.

372A

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

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Marckess's solution](#)

2473.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

2474.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Marckess's solution](#)

2475.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[Marckess's solution](#)

2476.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[Marckess's solution](#)

2477.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2478.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2479.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

2480.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Marckess's solution](#)

2481.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · last AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

2482.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · last AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2483.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Marckess's solution](#)

2484.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Marckess's solution](#)

2485.

344D

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

Rating: 1600 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

2486.

344C

[Rational Resistance](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2487.

343B

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

Quality: 17,284 global accepts · Rating: 1600 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

2488.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2489.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Marckess's solution](#)

2490.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Marckess's solution](#)

2491.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[Marckess's solution](#)

2492.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[Marckess's solution](#)

2493.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, math

[Marckess's solution](#)

2494.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2495.

512A

[Fox And Names](#) · [Tutorial](#)

Quality: 1600 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[Marckess's solution](#)

2496.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[Marckess's solution](#)

2497.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

2498.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

2499.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

2500.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Marckess's solution](#)

2501.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

2502.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Marckess's solution](#)

2503.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

2504.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[Marckess's solution](#)

2505.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[Marckess's solution](#)

2506.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[Marckess's solution](#)

2507.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Marckess's solution](#)

2508.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

2509.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, shortest paths

[Marckess's solution](#)

2510.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Marckess's solution](#)

2511.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2512.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Marckess's solution](#)

2513.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[Marckess's solution](#)

2514.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2515.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2516.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: dp, implementation

[Marckess's solution](#)

2517.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: math, number theory

[Marckess's solution](#)

2518.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: implementation, strings

[Marckess's solution](#)

2519.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-20 · last AC: 2017-07-20 · GNU C++11 (first AC) · Tags: data structures

[Marckess's solution](#)

2520.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2521.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2522.

231C

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

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2017-07-04 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Marckess's solution](#)

2523.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,647 global accepts · Rating: 1600 · first AC: 2017-07-03 · GNU C++11 (first AC) · Tags: binary search, number theory

[Marckess's solution](#)

2524.

165C

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

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2017-06-30 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Marckess's solution](#)

2525.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2017-06-29 · last AC: 2017-06-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Marckess's solution](#)

2526.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2017-06-28 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[Marckess's solution](#)

2527.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-24 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math

[Marckess's solution](#)

2528.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[Marckess's solution](#)

2529.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[Marckess's solution](#)

2530.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-05-12 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Marckess's solution](#)

2531.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

2532.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: binary search, ternary search

[Marckess's solution](#)

2533.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: data structures, dp, two pointers

[Marckess's solution](#)

2534.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-21 · GNU C++ (first AC) · Tags: binary search, math

[Marckess's solution](#)

2535.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 1700 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Marckess's solution](#)

2536.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Marckess's solution](#)

2537.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Marckess's solution](#)

2538.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2539.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

2540.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Marckess's solution](#)

2541.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

2542.

2181M

[Medical Parity](#) · [Tutorial](#)

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

[Marckess's solution](#)

2543.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

2544.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2545.

2159A

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

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

[Marckess's solution](#)

2546.

2152D

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

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

[Marckess's solution](#)

2547.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics,

implementation, math

[Marckess's solution](#)

2548.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Marckess's solution](#)

2549.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Marckess's solution](#)

2550.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Marckess's solution](#)

2551.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Marckess's solution](#)

2552.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

2553.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

2554.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Marckess's solution](#)

2555.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Marckess's solution](#)

2556.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Marckess's solution](#)

2557.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Marckess's solution](#)

2558.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Marckess's solution](#)

2559.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[Marckess's solution](#)

2560.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

2561.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Marckess's solution](#)

2562.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Marckess's solution](#)

2563.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

2564.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Marckess's solution](#)

2565.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,282 global accepts · Rating: 1700 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

2566.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

2567.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Marckess's solution](#)

2568.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

2569.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Marckess's solution](#)

2570.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Marckess's solution](#)

2571.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Marckess's solution](#)

2572.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Marckess's solution](#)

2573.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Marckess's solution](#)

2574.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Marckess's solution](#)

2575.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Marckess's solution](#)

2576.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Marckess's solution](#)

2577.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Marckess's solution](#)

2578.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Marckess's solution](#)

2579.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Marckess's solution](#)

2580.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Marckess's solution](#)

2581.

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

[Marckess's solution](#)

2582.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Marckess's solution](#)

2583.

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

[Marckess's solution](#)

2584.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

2585.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Marckess's solution](#)

2586.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy

[Marckess's solution](#)

2587.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Marckess's solution](#)

2588.

1934C

[Find a Mine](#) · [Tutorial](#)

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

[Marckess's solution](#)

2589.

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

[Marckess's solution](#)

2590.

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

[Marckess's solution](#)

2591.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2592.

1903D1

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

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Marckess's solution](#)

2593.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Marckess's solution](#)

2594.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Marckess's solution](#)

2595.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Marckess's solution](#)

2596.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2597.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Marckess's solution](#)

2598.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

2599.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Marckess's solution](#)

2600.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Marckess's solution](#)

2601.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Marckess's solution](#)

2602.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Marckess's solution](#)

2603.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Marckess's solution](#)

2604.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Marckess's solution](#)

2605.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

2606.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Marckess's solution](#)

2607.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Marckess's solution](#)

2608.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Marckess's solution](#)

2609.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Marckess's solution](#)

2610.

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

[Marckess's solution](#)

2611.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

2612.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation

[Marckess's solution](#)

2613.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

2614.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Marckess's solution](#)

2615.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Marckess's solution](#)

2616.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Marckess's solution](#)

2617.

1783C

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

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

2618.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Marckess's solution](#)

2619.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Marckess's solution](#)

2620.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 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

[Marckess's solution](#)

2621.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Marckess's solution](#)

2622.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Marckess's solution](#)

2623.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[Marckess's solution](#)

2624.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Marckess's solution](#)

2625.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Marckess's solution](#)

2626.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Marckess's solution](#)**2627.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Marckess's solution](#)**2628.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Marckess's solution](#)**2629.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Marckess's solution](#)**2630.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Marckess's solution](#)**2631.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Marckess's solution](#)**2632.**

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Marckess's solution](#)**2633.**

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Marckess's solution](#)**2634.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)**2635.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

graphs, greedy, shortest paths

[Marckess's solution](#)

2636.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

2637.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[Marckess's solution](#)

2638.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

2639.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Marckess's solution](#)

2640.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Marckess's solution](#)

2641.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Marckess's solution](#)

2642.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

2643.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,877 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[Marckess's solution](#)

2644.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

2645.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Marckess's solution](#)

2646.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marckess's solution](#)

2647.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Marckess's solution](#)

2648.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Marckess's solution](#)

2649.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

2650.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Marckess's solution](#)

2651.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Marckess's solution](#)

2652.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Marckess's solution](#)

2653.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Marckess's solution](#)

2654.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Marckess's solution](#)

2655.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Marckess's solution](#)

2656.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Marckess's solution](#)

2657.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

2658.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Marckess's solution](#)

2659.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[Marckess's solution](#)

2660.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2661.

1538D

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

Quality: 15,266 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

2662.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Marckess's solution](#)

2663.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Marckess's solution](#)

2664.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[Marckess's solution](#)

2665.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Marckess's solution](#)

2666.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Marckess's solution](#)

2667.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Marckess's solution](#)

2668.

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

[Marckess's solution](#)

2669.

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

[Marckess's solution](#)

2670.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Marckess's solution](#)

2671.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[Marckess's solution](#)

2672.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2673.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Marckess's solution](#)

2674.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

2675.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Marckess's solution](#)

2676.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Marckess's solution](#)

2677.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2678.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2679.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

[Marckess's solution](#)

2680.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

2681.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Marckess's solution](#)

2682.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2683.

1406C

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

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Marckess's solution](#)

2684.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

2685.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2686.

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

[Marckess's solution](#)

2687.

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

[Marckess's solution](#)

2688.

1381A2

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

Quality: 14,324 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Marckess's solution](#)

2689.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

2690.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Marckess's solution](#)

2691.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

2692.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,817 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

[Marckess's solution](#)

2693.

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

[Marckess's solution](#)

2694.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Marckess's solution](#)

2695.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[Marckess's solution](#)

2696.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Marckess's solution](#)

2697.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Marckess's solution](#)

2698.

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

[Marckess's solution](#)

2699.

1335E1

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

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Marckess's solution](#)

2700.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Marckess's solution](#)

2701.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Marckess's solution](#)

2702.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Marckess's solution](#)

2703.

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

[Marckess's solution](#)

2704.

294B

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

Quality: 5,036 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2705.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[Marckess's solution](#)

2706.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Marckess's solution](#)

2707.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Marckess's solution](#)

2708.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

2709.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marckess's solution](#)

2710.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

2711.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marckess's solution](#)

2712.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

2713.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Marckess's solution](#)

2714.

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Marckess's solution](#)

2715.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Marckess's solution](#)

2716.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[Marckess's solution](#)

2717.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Marckess's solution](#)

2718.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Marckess's solution](#)

2719.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

2720.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Marckess's solution](#)

2721.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

2722.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[Marckess's solution](#)

2723.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

2724.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Marckess's solution](#)

2725.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[Marckess's solution](#)

2726.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

2727.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[Marckess's solution](#)

2728.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Marckess's solution](#)

2729.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Marckess's solution](#)

2730.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

2731.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[Marckess's solution](#)

2732.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2733.

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[Marckess's solution](#)

2734.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Marckess's solution](#)

2735.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2736.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Marckess's solution](#)

2737.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[Marckess's solution](#)

2738.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[Marckess's solution](#)

2739.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,058 global accepts · Rating: 1700 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Marckess's solution](#)

2740.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
[Marckess's solution](#)

2741.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[Marckess's solution](#)

2742.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[Marckess's solution](#)

2743.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[Marckess's solution](#)

2744.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: binary search, greedy
[Marckess's solution](#)

2745.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[Marckess's solution](#)

2746.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Marckess's solution](#)

2747.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-04-10 · last AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Marckess's solution](#)

2748.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2749.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

2750.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[Marckess's solution](#)

2751.

966B

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

Rating: 1700 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Marckess's solution](#)

2752.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: sortings, two pointers

[Marckess's solution](#)

2753.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Marckess's solution](#)

2754.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: implementation

[Marckess's solution](#)

2755.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Marckess's solution](#)

2756.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

2757.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Marckess's solution](#)

2758.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

2759.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Marckess's solution](#)

2760.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Marckess's solution](#)

2761.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

2762.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

2763.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Marckess's solution](#)

2764.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2765.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Marckess's solution](#)

2766.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

2767.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Marckess's solution](#)

2768.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

[Marckess's solution](#)

2769.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

2770.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

2771.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[Marckess's solution](#)

2772.

270D

[Greenhouse Effect](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

2773.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

2774.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

2775.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: geometry, math

[Marckess's solution](#)

2776.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

2777.

439D

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

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[Marckess's solution](#)

2778.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Marckess's solution](#)

2779.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[Marckess's solution](#)

2780.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

2781.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

2782.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

2783.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Marckess's solution](#)

2784.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2785.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

2786.

621C

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

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Marckess's solution](#)

2787.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[Marckess's solution](#)

2788.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[Marckess's solution](#)

2789.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[Marckess's solution](#)

2790.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[Marckess's solution](#)

2791.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[Marckess's solution](#)

2792.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2018-01-11 · last AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[Marckess's solution](#)

2793.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

2794.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marckess's solution](#)

2795.

938C

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

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Marckess's solution](#)

2796.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Marckess's solution](#)

2797.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2798.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2799.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[Marckess's solution](#)

2800.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[Marckess's solution](#)

2801.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Marckess's solution](#)

2802.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

2803.

828C

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

Rating: 1700 · first AC: 2017-07-12 · last AC: 2017-07-12 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[Marckess's solution](#)

2804.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

2805.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

2806.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: binary search, strings

[Marckess's solution](#)

2807.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[Marckess's solution](#)

2808.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: data structures, greedy, strings

[Marckess's solution](#)

2809.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2017-03-29 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Marckess's solution](#)

2810.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,606 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Marckess's solution](#)

2811.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Marckess's solution](#)

2812.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

2813.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Marckess's solution](#)

2814.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Marckess's solution](#)

2815.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Marckess's solution](#)

2816.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Marckess's solution](#)

2817.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Marckess's solution](#)

2818.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marckess's solution](#)

2819.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Marckess's solution](#)

2820.

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Marckess's solution](#)

2821.

2179E

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

Quality: 5,780 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Marckess's solution](#)

2822.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Marckess's solution](#)

2823.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Marckess's solution](#)

2824.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

2825.

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

[Marckess's solution](#)

2826.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Marckess's solution](#)

2827.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2828.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Marckess's solution](#)

2829.

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

[Marckess's solution](#)

2830.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

2831.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Marckess's solution](#)

2832.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Marckess's solution](#)

2833.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

2834.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[Marckess's solution](#)

2835.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,929 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[Marckess's solution](#)

2836.

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

[Marckess's solution](#)

2837.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

2838.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Marckess's solution](#)

2839.

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

2840.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Marckess's solution](#)

2841.

2071D1

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

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Marckess's solution](#)

2842.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Marckess's solution](#)

2843.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

2844.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Marckess's solution](#)

2845.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Marckess's solution](#)

2846.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Marckess's solution](#)

2847.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Marckess's solution](#)

2848.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Marckess's solution](#)

2849.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,725 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marckess's solution](#)

2850.

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

[Marckess's solution](#)

2851.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Marckess's solution](#)

2852.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Marckess's solution](#)

2853.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Marckess's solution](#)

2854.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Marckess's solution](#)

2855.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Marckess's solution](#)

2856.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[Marckess's solution](#)

2857.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Marckess's solution](#)

2858.

1981C

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

Quality: 6,340 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

2859.

1974E

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

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Marckess's solution](#)

2860.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

2861.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Marckess's solution](#)

2862.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Marckess's solution](#)

2863.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Marckess's solution](#)

2864.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Marckess's solution](#)

2865.

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

[Marckess's solution](#)

2866.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 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

[Marckess's solution](#)

2867.

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

[Marckess's solution](#)

2868.

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

[Marckess's solution](#)

2869.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[Marckess's solution](#)

2870.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

2871.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Marckess's solution](#)

2872.

1904D2

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

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Marckess's solution](#)

2873.

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

[Marckess's solution](#)

2874.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Marckess's solution](#)

2875.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Marckess's solution](#)

2876.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

2877.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[Marckess's solution](#)

2878.

1861D

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

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2879.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Marckess's solution](#)

2880.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Marckess's solution](#)

2881.

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

[Marckess's solution](#)

2882.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2883.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Marckess's solution](#)

2884.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Marckess's solution](#)

2885.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Marckess's solution](#)

2886.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[Marckess's solution](#)

2887.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[Marckess's solution](#)

2888.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics

[Marckess's solution](#)

2889.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

2890.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Marckess's solution](#)

2891.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

2892.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[Marckess's solution](#)

2893.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[Marckess's solution](#)

2894.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Marckess's solution](#)

2895.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Marckess's solution](#)

2896.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers
[Marckess's solution](#)

2897.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[Marckess's solution](#)

2898.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Marckess's solution](#)

2899.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[Marckess's solution](#)

2900.

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[Marckess's solution](#)

2901.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Marckess's solution](#)

2902.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[Marckess's solution](#)

2903.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Marckess's solution](#)

2904.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Marckess's solution](#)

2905.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Marckess's solution](#)

2906.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2907.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Marckess's solution](#)

2908.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

2909.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Marckess's solution](#)

2910.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Marckess's solution](#)

2911.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

2912.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Marckess's solution](#)

2913.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Marckess's solution](#)

2914.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

2915.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Marckess's solution](#)

2916.

1619D

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

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

2917.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Marckess's solution](#)

2918.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Marckess's solution](#)

2919.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Marckess's solution](#)

2920.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dp, graphs, implementation, sortings

[Marckess's solution](#)

2921.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Marckess's solution](#)

2922.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

2923.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Marckess's solution](#)

2924.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Marckess's solution](#)

2925.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[Marckess's solution](#)

2926.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Marckess's solution](#)

2927.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Marckess's solution](#)

2928.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Marckess's solution](#)

2929.

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

[Marckess's solution](#)

2930.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Marckess's solution](#)

2931.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[Marckess's solution](#)

2932.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

2933.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Marckess's solution](#)

2934.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Marckess's solution](#)

2935.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Marckess's solution](#)

2936.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Marckess's solution](#)

2937.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

2938.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Marckess's solution](#)

2939.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[Marckess's solution](#)

2940.

668B

[Little Artem and Dance](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Marckess's solution](#)

2941.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[Marckess's solution](#)

2942.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Marckess's solution](#)

2943.

655D

[Robot Rapping Results Report](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, graphs

[Marckess's solution](#)

2944.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Marckess's solution](#)

2945.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

2946.

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

[Marckess's solution](#)

2947.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

2948.

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

[Marckess's solution](#)

2949.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Marckess's solution](#)

2950.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

2951.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 1800 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

2952.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Marckess's solution](#)

2953.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marckess's solution](#)

2954.

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

[Marckess's solution](#)

2955.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Marckess's solution](#)

2956.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 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

[Marckess's solution](#)

2957.

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

[Marckess's solution](#)

2958.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Marckess's solution](#)

2959.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

2960.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Marckess's solution](#)

2961.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

2962.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Marckess's solution](#)

2963.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[Marckess's solution](#)

2964.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

2965.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Marckess's solution](#)

2966.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Marckess's solution](#)

2967.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Marckess's solution](#)

2968.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

2969.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

2970.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

2971.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

2972.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Marckess's solution](#)

2973.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

2974.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Marckess's solution](#)

2975.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[Marckess's solution](#)

2976.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Marckess's solution](#)

2977.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Marckess's solution](#)

2978.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

2979.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

2980.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2981.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[Marckess's solution](#)

2982.

1249D1

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

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

2983.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

2984.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

2985.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Marckess's solution](#)

2986.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

2987.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Marckess's solution](#)

2988.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2989.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Marckess's solution](#)

2990.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

2991.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: games

[Marckess's solution](#)

2992.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

2993.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

2994.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

2995.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Marckess's solution](#)

2996.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

2997.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Marckess's solution](#)

2998.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[Marckess's solution](#)

2999.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Marckess's solution](#)

3000.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Marckess's solution](#)

3001.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[Marckess's solution](#)

3002.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

3003.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

[Marckess's solution](#)

3004.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Marckess's solution](#)

3005.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marckess's solution](#)

3006.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Marckess's solution](#)

3007.

1053A

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

Rating: 1800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Marckess's solution](#)

3008.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

3009.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[Marckess's solution](#)

3010.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Marckess's solution](#)

3011.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2018-09-17 · last AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Marckess's solution](#)

3012.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

3013.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3014.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Marckess's solution](#)

3015.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

3016.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

3017.

630M

[Turn](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: geometry, math

[Marckess's solution](#)

3018.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[Marckess's solution](#)

3019.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Marckess's solution](#)

3020.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[Marckess's solution](#)

3021.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[Marckess's solution](#)

3022.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Marckess's solution](#)

3023.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

3024.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[Marckess's solution](#)

3025.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dp

[Marckess's solution](#)

3026.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: dp

[Marckess's solution](#)

3027.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

3028.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: data structures, expression parsing, greedy

[Marckess's solution](#)

3029.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[Marckess's solution](#)

3030.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy

[Marckess's solution](#)

3031.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

3032.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[Marckess's solution](#)

3033.

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Marckess's solution](#)

3034.

585A

[Gennady the Dentist](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 1800 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

3035.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3036.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[Marckess's solution](#)

3037.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

3038.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[Marckess's solution](#)

3039.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Marckess's solution](#)

3040.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Marckess's solution](#)

3041.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Marckess's solution](#)

3042.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

3043.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

3044.

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Marckess's solution](#)

3045.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Marckess's solution](#)

3046.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Marckess's solution](#)

3047.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Marckess's solution](#)

3048.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1800 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Marckess's solution](#)

3049.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[Marckess's solution](#)

3050.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Marckess's solution](#)

3051.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

3052.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

3053.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[Marckess's solution](#)

3054.

828D

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[Marckess's solution](#)

3055.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

3056.

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2017-07-05 · GNU C++11 (first AC) · Tags: binary search, brute force

[Marckess's solution](#)

3057.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2017-06-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings

[Marckess's solution](#)

3058.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[Marckess's solution](#)

3059.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-05-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Marckess's solution](#)

3060.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-05-12 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, strings

[Marckess's solution](#)

3061.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: brute force, geometry, greedy

[Marckess's solution](#)

3062.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: binary search, math

[Marckess's solution](#)

3063.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

3064.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Marckess's solution](#)

3065.

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 1900 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Marckess's solution](#)

3066.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Marckess's solution](#)

3067.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Marckess's solution](#)

3068.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Marckess's solution](#)

3069.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Marckess's solution](#)

3070.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Marckess's solution](#)

3071.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Marckess's solution](#)

3072.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Marckess's solution](#)

3073.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Marckess's solution](#)

3074.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Marckess's solution](#)

3075.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[Marckess's solution](#)

3076.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Marckess's solution](#)

3077.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Marckess's solution](#)

3078.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Marckess's solution](#)

3079.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Marckess's solution](#)

3080.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

3081.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Marckess's solution](#)

3082.

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

[Marckess's solution](#)

3083.

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Marckess's solution](#)

3084.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[Marckess's solution](#)

3085.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Marckess's solution](#)

3086.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Marckess's solution](#)

3087.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Marckess's solution](#)

3088.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[Marckess's solution](#)

3089.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Marckess's solution](#)

3090.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Marckess's solution](#)

3091.

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

[Marckess's solution](#)

3092.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Marckess's solution](#)

3093.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Marckess's solution](#)

3094.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Marckess's solution](#)

3095.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Marckess's solution](#)

3096.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Marckess's solution](#)

3097.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Marckess's solution](#)

3098.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Marckess's solution](#)

3099.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Marckess's solution](#)

3100.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Marckess's solution](#)

3101.

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

3102.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Marckess's solution](#)

3103.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Marckess's solution](#)

3104.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Marckess's solution](#)

3105.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Marckess's solution](#)

3106.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 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

[Marckess's solution](#)

3107.

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

[Marckess's solution](#)

3108.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Marckess's solution](#)

3109.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Marckess's solution](#)

3110.

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

[Marckess's solution](#)

3111.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[Marckess's solution](#)

3112.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[Marckess's solution](#)

3113.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp,

greedy, math, sortings, two pointers

[Marckess's solution](#)

3114.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

3115.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Marckess's solution](#)

3116.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Marckess's solution](#)

3117.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, interactive

[Marckess's solution](#)

3118.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Marckess's solution](#)

3119.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Marckess's solution](#)

3120.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Marckess's solution](#)

3121.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3122.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Marckess's solution](#)

3123.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Marckess's solution](#)

3124.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Marckess's solution](#)

3125.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Marckess's solution](#)

3126.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

3127.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Marckess's solution](#)

3128.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,758 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Marckess's solution](#)

3129.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Marckess's solution](#)

3130.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

3131.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[Marckess's solution](#)

3132.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[Marckess's solution](#)

3133.

1918D

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

Quality: 6,192 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Marckess's solution](#)

3134.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

3135.

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

[Marckess's solution](#)

3136.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Marckess's solution](#)

3137.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Marckess's solution](#)

3138.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Marckess's solution](#)

3139.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Marckess's solution](#)

3140.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Marckess's solution](#)

3141.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Marckess's solution](#)

3142.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Marckess's solution](#)

3143.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Marckess's solution](#)

3144.

1887A2

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

Quality: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Marckess's solution](#)

3145.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2023-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

3146.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

3147.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3148.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Marckess's solution](#)

3149.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

3150.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Marckess's solution](#)

3151.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Marckess's solution](#)

3152.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Marckess's solution](#)

3153.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Marckess's solution](#)

3154.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

3155.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Marckess's solution](#)

3156.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[Marckess's solution](#)

3157.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

3158.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Marckess's solution](#)

3159.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Marckess's solution](#)

3160.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Marckess's solution](#)

3161.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Marckess's solution](#)

3162.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Marckess's solution](#)

3163.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marckess's solution](#)

3164.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Marckess's solution](#)

3165.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Marckess's solution](#)

3166.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Marckess's solution](#)

3167.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Marckess's solution](#)

3168.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Marckess's solution](#)

3169.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

3170.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Marckess's solution](#)

3171.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3172.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Marckess's solution](#)

3173.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Marckess's solution](#)

3174.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

3175.

1744E2

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

Quality: 6,699 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

3176.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Marckess's solution](#)

3177.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Marckess's solution](#)

3178.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

3179.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[Marckess's solution](#)

3180.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Marckess's solution](#)

3181.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Marckess's solution](#)

3182.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

3183.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Marckess's solution](#)

3184.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Marckess's solution](#)

3185.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Marckess's solution](#)

3186.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Marckess's solution](#)

3187.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Marckess's solution](#)

3188.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Marckess's solution](#)

3189.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Marckess's solution](#)

3190.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Marckess's solution](#)

3191.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

3192.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Marckess's solution](#)

3193.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

3194.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[Marckess's solution](#)

3195.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

3196.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Marckess's solution](#)

3197.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Marckess's solution](#)

3198.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Marckess's solution](#)

3199.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Marckess's solution](#)

3200.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Marckess's solution](#)

3201.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[Marckess's solution](#)

3202.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

3203.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Marckess's solution](#)

3204.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Marckess's solution](#)

3205.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[Marckess's solution](#)

3206.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[Marckess's solution](#)

3207.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Marckess's solution](#)

3208.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Marckess's solution](#)

3209.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[Marckess's solution](#)

3210.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Marckess's solution](#)

3211.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Marckess's solution](#)

3212.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Marckess's solution](#)

3213.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Marckess's solution](#)

3214.

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

[Marckess's solution](#)

3215.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

3216.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[Marckess's solution](#)

3217.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[Marckess's solution](#)

3218.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Marckess's solution](#)

3219.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

3220.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Marckess's solution](#)

3221.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Marckess's solution](#)

3222.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[Marckess's solution](#)

3223.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Marckess's solution](#)

3224.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[Marckess's solution](#)

3225.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[Marckess's solution](#)

3226.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

3227.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

3228.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Marckess's solution](#)

3229.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[Marckess's solution](#)

3230.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Marckess's solution](#)

3231.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Marckess's solution](#)

3232.

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

[Marckess's solution](#)

3233.

1375D

[Replace by MEX](#) · [Tutorial](#)

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

[Marckess's solution](#)

3234.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[Marckess's solution](#)

3235.

1371E1

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

Quality: 5,529 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

[Marckess's solution](#)

3236.

1369D

[TediousLee](#) · [Tutorial](#)

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

[Marckess's solution](#)

3237.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Marckess's solution](#)

3238.

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

[Marckess's solution](#)

3239.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Marckess's solution](#)

3240.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

3241.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

3242.

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

[Marckess's solution](#)

3243.

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

[Marckess's solution](#)

3244.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[Marckess's solution](#)

3245.

294C

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

Quality: 4,353 global accepts · Rating: 1900 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[Marckess's solution](#)

3246.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

3247.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, matrices

[Marckess's solution](#)

3248.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Marckess's solution](#)

3249.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

3250.

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

[Marckess's solution](#)

3251.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Marckess's solution](#)

3252.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[Marckess's solution](#)

3253.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[Marckess's solution](#)

3254.

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

[Marckess's solution](#)

3255.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Marckess's solution](#)

3256.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marckess's solution](#)

3257.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Marckess's solution](#)

3258.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marckess's solution](#)

3259.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Marckess's solution](#)

3260.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Marckess's solution](#)

3261.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Marckess's solution](#)

3262.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Marckess's solution](#)

3263.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Marckess's solution](#)

3264.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Marckess's solution](#)

3265.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

3266.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[Marckess's solution](#)

3267.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Marckess's solution](#)

3268.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Marckess's solution](#)

3269.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

3270.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Marckess's solution](#)

3271.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[Marckess's solution](#)

3272.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

3273.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Marckess's solution](#)

3274.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math
[Marckess's solution](#)

3275.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers
[Marckess's solution](#)

3276.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: dp, greedy, math
[Marckess's solution](#)

3277.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[Marckess's solution](#)

3278.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[Marckess's solution](#)

3279.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: brute force, two pointers
[Marckess's solution](#)

3280.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[Marckess's solution](#)

3281.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math
[Marckess's solution](#)

3282.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings
[Marckess's solution](#)

3283.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[Marckess's solution](#)

3284.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3285.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Marckess's solution](#)

3286.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[Marckess's solution](#)

3287.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[Marckess's solution](#)

3288.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[Marckess's solution](#)

3289.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[Marckess's solution](#)

3290.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

3291.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

3292.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3293.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: interactive, trees

[Marckess's solution](#)

3294.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Marckess's solution](#)

3295.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

3296.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3297.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Marckess's solution](#)

3298.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

3299.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Marckess's solution](#)

3300.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Marckess's solution](#)

3301.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[Marckess's solution](#)

3302.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,374 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

3303.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[Marckess's solution](#)

3304.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2018-08-26 · last AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

3305.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

3306.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Marckess's solution](#)

3307.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Marckess's solution](#)

3308.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Marckess's solution](#)

3309.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Marckess's solution](#)

3310.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

3311.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

3312.

373D

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

Rating: 1900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

3313.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[Marckess's solution](#)

3314.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math,

shortest paths

[Marckess's solution](#)

3315.

709D

[Recover the String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Marckess's solution](#)

3316.

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

3317.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[Marckess's solution](#)

3318.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

3319.

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs

[Marckess's solution](#)

3320.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Marckess's solution](#)

3321.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3322.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3323.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[Marckess's solution](#)

3324.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Marckess's solution](#)

3325.

344E

[Read Time](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Marckess's solution](#)

3326.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Marckess's solution](#)

3327.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,098 global accepts · Rating: 1900 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[Marckess's solution](#)

3328.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[Marckess's solution](#)

3329.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[Marckess's solution](#)

3330.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1900 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[Marckess's solution](#)

3331.

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: dp

[Marckess's solution](#)

3332.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

3333.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Marckess's solution](#)

3334.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Marckess's solution](#)

3335.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,847 global accepts · Rating: 1900 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[Marckess's solution](#)

3336.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2018-03-10 · last AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Marckess's solution](#)

3337.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, sortings

[Marckess's solution](#)

3338.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Marckess's solution](#)

3339.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Marckess's solution](#)

3340.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3341.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3342.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[Marckess's solution](#)

3343.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[Marckess's solution](#)

3344.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

3345.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

3346.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

3347.

357D

[Xenia and Hamming](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Marckess's solution](#)

3348.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

3349.

835D

[Palindromic characteristics](#) · [Tutorial](#)

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[Marckess's solution](#)

3350.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

3351.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

3352.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: dp, implementation

[Marckess's solution](#)

3353.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2017-07-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Marckess's solution](#)

3354.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

3355.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

3356.

782D

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-05-09 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths, strings

[Marckess's solution](#)

3357.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Marckess's solution](#)

3358.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: bitmasks, trees

[Marckess's solution](#)

3359.

2215B

[RReeppeettiitttiioonn](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Marckess's solution](#)

3360.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Marckess's solution](#)

3361.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[Marckess's solution](#)

3362.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Marckess's solution](#)

3363.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Marckess's solution](#)

3364.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Marckess's solution](#)

3365.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Marckess's solution](#)

3366.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Marckess's solution](#)

3367.

2158D

[Palindrome Flipping](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Marckess's solution](#)

3368.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Marckess's solution](#)

3369.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Marckess's solution](#)

3370.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Marckess's solution](#)

3371.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[Marckess's solution](#)

3372.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, hashing, strings

[Marckess's solution](#)

3373.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

3374.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Marckess's solution](#)

3375.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

3376.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and

similar, dp, fft, trees

[Marckess's solution](#)

3377.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Marckess's solution](#)

3378.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Marckess's solution](#)

3379.

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

[Marckess's solution](#)

3380.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees

[Marckess's solution](#)

3381.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[Marckess's solution](#)

3382.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Marckess's solution](#)

3383.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Marckess's solution](#)

3384.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Marckess's solution](#)

3385.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Marckess's solution](#)

3386.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Marckess's solution](#)

3387.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Marckess's solution](#)

3388.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Marckess's solution](#)

3389.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

3390.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Marckess's solution](#)

3391.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Marckess's solution](#)

3392.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Marckess's solution](#)

3393.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3394.

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

[Marckess's solution](#)

3395.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Marckess's solution](#)

3396.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

3397.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Marckess's solution](#)

3398.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,605 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Marckess's solution](#)

3399.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 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

[Marckess's solution](#)

3400.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 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

[Marckess's solution](#)

3401.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Marckess's solution](#)

3402.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

3403.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

3404.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Marckess's solution](#)

3405.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Marckess's solution](#)

3406.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Marckess's solution](#)

3407.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,563 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

[Marckess's solution](#)

3408.

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

[Marckess's solution](#)

3409.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[Marckess's solution](#)

3410.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Marckess's solution](#)

3411.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Marckess's solution](#)

3412.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Marckess's solution](#)

3413.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

3414.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Marckess's solution](#)

3415.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Marckess's solution](#)

3416.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Marckess's solution](#)

3417.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Marckess's solution](#)

3418.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Marckess's solution](#)

3419.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Marckess's solution](#)

3420.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-06-02 · last AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Marckess's solution](#)

3421.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Marckess's solution](#)

3422.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Marckess's solution](#)

3423.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Marckess's solution](#)

3424.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Marckess's solution](#)

3425.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Marckess's solution](#)

3426.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Marckess's solution](#)

3427.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Marckess's solution](#)

3428.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Marckess's solution](#)

3429.

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

[Marckess's solution](#)

3430.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Marckess's solution](#)

3431.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Marckess's solution](#)

3432.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

3433.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

3434.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Marckess's solution](#)

3435.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[Marckess's solution](#)

3436.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

3437.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Marckess's solution](#)

3438.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Marckess's solution](#)

3439.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Marckess's solution](#)

3440.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Marckess's solution](#)

3441.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

3442.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

3443.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Marckess's solution](#)

3444.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Marckess's solution](#)

3445.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Marckess's solution](#)

3446.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[Marckess's solution](#)

3447.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Marckess's solution](#)

3448.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Marckess's solution](#)

3449.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Marckess's solution](#)

3450.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Marckess's solution](#)

3451.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Marckess's solution](#)

3452.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Marckess's solution](#)

3453.

1624F

[Interacdiver Problem](#) · [Tutorial](#)

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Marckess's solution](#)

3454.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Marckess's solution](#)

3455.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

3456.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Marckess's solution](#)

3457.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Marckess's solution](#)

3458.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

3459.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

3460.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

3461.

1588B

[Guess the Permutation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[Marckess's solution](#)

3462.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Marckess's solution](#)

3463.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Marckess's solution](#)

3464.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3465.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

3466.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

3467.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
[Marckess's solution](#)

3468.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[Marckess's solution](#)

3469.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[Marckess's solution](#)

3470.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[Marckess's solution](#)

3471.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
[Marckess's solution](#)

3472.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[Marckess's solution](#)

3473.

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
[Marckess's solution](#)

3474.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, strings
[Marckess's solution](#)

3475.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Marckess's solution](#)

3476.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths
[Marckess's solution](#)

3477.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[Marckess's solution](#)

3478.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[Marckess's solution](#)

3479.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Marckess's solution](#)

3480.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[Marckess's solution](#)

3481.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[Marckess's solution](#)

3482.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Marckess's solution](#)

3483.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Marckess's solution](#)

3484.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[Marckess's solution](#)

3485.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[Marckess's solution](#)

3486.

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

[Marckess's solution](#)

3487.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Marckess's solution](#)

3488.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

3489.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Marckess's solution](#)

3490.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Marckess's solution](#)

3491.

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

[Marckess's solution](#)

3492.

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

[Marckess's solution](#)

3493.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marckess's solution](#)

3494.

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

[Marckess's solution](#)

3495.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

3496.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Marckess's solution](#)

3497.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Marckess's solution](#)

3498.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

3499.

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

[Marckess's solution](#)

3500.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,730 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Marckess's solution](#)

3501.

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

[Marckess's solution](#)

3502.

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

[Marckess's solution](#)

3503.

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

[Marckess's solution](#)

3504.

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

[Marckess's solution](#)

3505.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Marckess's solution](#)

3506.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Marckess's solution](#)

3507.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, interactive

[Marckess's solution](#)

3508.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Marckess's solution](#)

3509.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Marckess's solution](#)

3510.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Marckess's solution](#)

3511.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Marckess's solution](#)

3512.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Marckess's solution](#)

3513.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Marckess's solution](#)

3514.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Marckess's solution](#)

3515.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Marckess's solution](#)

3516.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

3517.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Marckess's solution](#)

3518.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

3519.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Marckess's solution](#)

3520.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

3521.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Marckess's solution](#)

3522.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[Marckess's solution](#)

3523.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

3524.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Marckess's solution](#)

3525.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Marckess's solution](#)

3526.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

3527.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[Marckess's solution](#)

3528.

1234E

[Special Permutations](#) · [Tutorial](#)

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

3529.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

3530.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

3531.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Marckess's solution](#)

3532.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Marckess's solution](#)

3533.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Marckess's solution](#)

3534.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Marckess's solution](#)

3535.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[Marckess's solution](#)

3536.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[Marckess's solution](#)

3537.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Marckess's solution](#)

3538.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Marckess's solution](#)

3539.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Marckess's solution](#)

3540.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[Marckess's solution](#)

3541.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Marckess's solution](#)

3542.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Marckess's solution](#)

3543.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[Marckess's solution](#)

3544.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[Marckess's solution](#)

3545.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Marckess's solution](#)

3546.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy
[Marckess's solution](#)

3547.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[Marckess's solution](#)

3548.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
[Marckess's solution](#)

3549.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[Marckess's solution](#)

3550.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[Marckess's solution](#)

3551.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[Marckess's solution](#)

3552.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[Marckess's solution](#)

3553.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: geometry
[Marckess's solution](#)

3554.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[Marckess's solution](#)

3555.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[Marckess's solution](#)

3556.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

3557.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

3558.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2018-06-19 · last AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

3559.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Marckess's solution](#)

3560.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

3561.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[Marckess's solution](#)

3562.

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Marckess's solution](#)

3563.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dp, graphs

[Marckess's solution](#)

3564.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[Marckess's solution](#)

3565.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math

[Marckess's solution](#)

3566.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3567.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Marckess's solution](#)

3568.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Marckess's solution](#)

3569.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

3570.

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

3571.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Marckess's solution](#)

3572.

667D

[World Tour](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[Marckess's solution](#)

3573.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Marckess's solution](#)

3574.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[Marckess's solution](#)

3575.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Marckess's solution](#)

3576.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[Marckess's solution](#)

3577.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows,

implementation, two pointers

[Marckess's solution](#)

3578.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Marckess's solution](#)

3579.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[Marckess's solution](#)

3580.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[Marckess's solution](#)

3581.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Marckess's solution](#)

3582.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,496 global accepts · Rating: 2000 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[Marckess's solution](#)

3583.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

3584.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Marckess's solution](#)

3585.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Marckess's solution](#)

3586.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-07-21 · last AC: 2017-07-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Marckess's solution](#)

3587.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2017-07-03 · GNU C++11 (first AC) · Tags: data structures, schedules

[Marckess's solution](#)

3588.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[Marckess's solution](#)

3589.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-06-03 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[Marckess's solution](#)

3590.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2100 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[Marckess's solution](#)

3591.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees
[Marckess's solution](#)

3592.

1553E

[Permutation Shift](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[Marckess's solution](#)

3593.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
[Marckess's solution](#)

3594.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Marckess's solution](#)

3595.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[Marckess's solution](#)

3596.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees
[Marckess's solution](#)

3597.

2162F

[Beautiful Intervals](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

3598.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Marckess's solution](#)

3599.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Marckess's solution](#)

3600.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Marckess's solution](#)

3601.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-21 · last AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Marckess's solution](#)

3602.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Marckess's solution](#)

3603.

2163D1

[Diadrash \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Marckess's solution](#)

3604.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Marckess's solution](#)

3605.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Marckess's solution](#)

3606.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Marckess's solution](#)

3607.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Marckess's solution](#)

3608.

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Marckess's solution](#)

3609.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

3610.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Marckess's solution](#)

3611.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[Marckess's solution](#)

3612.

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

[Marckess's solution](#)

3613.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

3614.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Marckess's solution](#)

3615.

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

[Marckess's solution](#)

3616.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 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

[Marckess's solution](#)

3617.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Marckess's solution](#)

3618.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

3619.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Marckess's solution](#)

3620.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Marckess's solution](#)

3621.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Marckess's solution](#)

3622.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

3623.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Marckess's solution](#)

3624.

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

[Marckess's solution](#)

3625.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Marckess's solution](#)

3626.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Marckess's solution](#)

3627.

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

[Marckess's solution](#)

3628.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Marckess's solution](#)

3629.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Marckess's solution](#)

3630.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Marckess's solution](#)

3631.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

3632.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Marckess's solution](#)

3633.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Marckess's solution](#)

3634.

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

[Marckess's solution](#)

3635.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

3636.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Marckess's solution](#)

3637.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Marckess's solution](#)

3638.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[Marckess's solution](#)

3639.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Marckess's solution](#)

3640.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[Marckess's solution](#)

3641.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Marckess's solution](#)

3642.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

3643.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Marckess's solution](#)

3644.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Marckess's solution](#)

3645.

1896E

[Permutation Sorting](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Marckess's solution](#)

3646.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Marckess's solution](#)

3647.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Marckess's solution](#)

3648.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Marckess's solution](#)

3649.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Marckess's solution](#)

3650.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Marckess's solution](#)

3651.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[Marckess's solution](#)

3652.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Marckess's solution](#)

3653.

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

[Marckess's solution](#)

3654.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Marckess's solution](#)

3655.

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

[Marckess's solution](#)

3656.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Marckess's solution](#)

3657.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[Marckess's solution](#)

3658.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[Marckess's solution](#)

3659.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Marckess's solution](#)

3660.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[Marckess's solution](#)

3661.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Marckess's solution](#)

3662.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Marckess's solution](#)

3663.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Marckess's solution](#)

3664.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

3665.

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

[Marckess's solution](#)

3666.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Marckess's solution](#)

3667.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

3668.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

3669.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Marckess's solution](#)

3670.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

3671.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Marckess's solution](#)

3672.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

3673.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Marckess's solution](#)

3674.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Marckess's solution](#)

3675.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

3676.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Marckess's solution](#)

3677.

1732C2

[Sheikh \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Marckess's solution](#)

3678.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

3679.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Marckess's solution](#)

3680.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Marckess's solution](#)

3681.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

3682.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Marckess's solution](#)

3683.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Marckess's solution](#)

3684.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Marckess's solution](#)

3685.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Marckess's solution](#)

3686.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Marckess's solution](#)

3687.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

3688.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Marckess's solution](#)

3689.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Marckess's solution](#)

3690.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

3691.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Marckess's solution](#)

3692.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Marckess's solution](#)

3693.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Marckess's solution](#)

3694.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Marckess's solution](#)

3695.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[Marckess's solution](#)

3696.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[Marckess's solution](#)

3697.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Marckess's solution](#)

3698.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Marckess's solution](#)

3699.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Marckess's solution](#)

3700.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Marckess's solution](#)

3701.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Marckess's solution](#)

3702.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Marckess's solution](#)

3703.

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

[Marckess's solution](#)

3704.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Marckess's solution](#)

3705.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Marckess's solution](#)

3706.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[Marckess's solution](#)

3707.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[Marckess's solution](#)

3708.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

3709.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Marckess's solution](#)

3710.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Marckess's solution](#)

3711.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Marckess's solution](#)

3712.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths

[Marckess's solution](#)

3713.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Marckess's solution](#)

3714.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Marckess's solution](#)

3715.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Marckess's solution](#)

3716.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

3717.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Marckess's solution](#)

3718.

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

[Marckess's solution](#)

3719.

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

[Marckess's solution](#)

3720.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

3721.

1389D

[Segment Intersections](#) · [Tutorial](#)

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

[Marckess's solution](#)

3722.

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

[Marckess's solution](#)

3723.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,390 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Marckess's solution](#)

3724.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[Marckess's solution](#)

3725.

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

[Marckess's solution](#)

3726.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Marckess's solution](#)

3727.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

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

[Marckess's solution](#)

3728.

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

[Marckess's solution](#)

3729.

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

[Marckess's solution](#)

3730.

665E

[Beautiful Subarrays](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[Marckess's solution](#)

3731.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[Marckess's solution](#)

3732.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Marckess's solution](#)

3733.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Marckess's solution](#)

3734.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[Marckess's solution](#)

3735.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[Marckess's solution](#)

3736.

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

[Marckess's solution](#)

3737.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 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

[Marckess's solution](#)

3738.

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

[Marckess's solution](#)

3739.

1099E

[Nice table · Tutorial](#)

Rating: 2100 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

3740.

960D

[Full Binary Tree Queries · Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[Marckess's solution](#)

3741.

960F

[Pathwalks · Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Marckess's solution](#)

3742.

1312E

[Array Shrinking · Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

3743.

1322B

[Present · Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Marckess's solution](#)

3744.

1299C

[Water Balance · Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Marckess's solution](#)

3745.

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

[Marckess's solution](#)

3746.

1278D

[Segment Tree · Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Marckess's solution](#)

3747.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

3748.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Marckess's solution](#)

3749.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Marckess's solution](#)

3750.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Marckess's solution](#)

3751.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

3752.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[Marckess's solution](#)

3753.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[Marckess's solution](#)

3754.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

3755.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[Marckess's solution](#)

3756.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

3757.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

3758.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marckess's solution](#)

3759.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[Marckess's solution](#)

3760.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Marckess's solution](#)

3761.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings

[Marckess's solution](#)

3762.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

3763.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Marckess's solution](#)

3764.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Marckess's solution](#)

3765.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Marckess's solution](#)

3766.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation

[Marckess's solution](#)

3767.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

3768.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[Marckess's solution](#)

3769.

1158C

[Permutation recovery](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Marckess's solution](#)

3770.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Marckess's solution](#)

3771.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[Marckess's solution](#)

3772.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Marckess's solution](#)

3773.

497C

[Distributing Parts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Marckess's solution](#)

3774.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[Marckess's solution](#)

3775.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[Marckess's solution](#)

3776.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

3777.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: brute force, dp, geometry

[Marckess's solution](#)

3778.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

3779.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: dp, matrices, sortings

[Marckess's solution](#)

3780.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[Marckess's solution](#)

3781.

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Marckess's solution](#)

3782.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2018-09-10 · last AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[Marckess's solution](#)

3783.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Marckess's solution](#)

3784.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · last AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[Marckess's solution](#)

3785.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Marckess's solution](#)

3786.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2100 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Marckess's solution](#)

3787.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy
[Marckess's solution](#)

3788.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Marckess's solution](#)

3789.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, matrices
[Marckess's solution](#)

3790.

270E

[Flawed Flow](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings
[Marckess's solution](#)

3791.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[Marckess's solution](#)

3792.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Marckess's solution](#)

3793.

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: geometry
[Marckess's solution](#)

3794.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry
[Marckess's solution](#)

3795.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: geometry, math
[Marckess's solution](#)

3796.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Marckess's solution](#)

3797.

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3798.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Marckess's solution](#)

3799.

415E

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, sortings

[Marckess's solution](#)

3800.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[Marckess's solution](#)

3801.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

3802.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

3803.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

3804.

994E

[Careful Maneuvering](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[Marckess's solution](#)

3805.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[Marckess's solution](#)

3806.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

3807.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Marckess's solution](#)

3808.

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths

[Marckess's solution](#)

3809.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Marckess's solution](#)

3810.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Marckess's solution](#)

3811.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

3812.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Marckess's solution](#)

3813.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[Marckess's solution](#)

3814.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Marckess's solution](#)

3815.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

3816.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Marckess's solution](#)

3817.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[Marckess's solution](#)

3818.

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

3819.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Marckess's solution](#)

3820.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

3821.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[Marckess's solution](#)

3822.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Marckess's solution](#)

3823.

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Marckess's solution](#)

3824.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[Marckess's solution](#)

3825.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2017-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[Marckess's solution](#)

3826.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[Marckess's solution](#)

3827.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: dp, graphs

[Marckess's solution](#)

3828.

602D

[Lipshitz Sequence](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

3829.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

3830.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Marckess's solution](#)

3831.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

3832.

357E

[Compartments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

3833.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Marckess's solution](#)

3834.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

3835.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[Marckess's solution](#)

3836.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2100 · first AC: 2017-08-08 · GNU C++11 (first AC) · Tags: dp, math

[Marckess's solution](#)

3837.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[Marckess's solution](#)

3838.

828E

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: data structures, strings

[Marckess's solution](#)

3839.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[Marckess's solution](#)

3840.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Marckess's solution](#)

3841.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Marckess's solution](#)

3842.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,767 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Marckess's solution](#)

3843.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Marckess's solution](#)

3844.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Marckess's solution](#)

3845.

2200G

[Operation Permutation](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

3846.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Marckess's solution](#)

3847.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Marckess's solution](#)

3848.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Marckess's solution](#)

3849.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Marckess's solution](#)

3850.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Marckess's solution](#)

3851.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Marckess's solution](#)

3852.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Marckess's solution](#)

3853.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2200 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Marckess's solution](#)

3854.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-11-02 · last AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Marckess's solution](#)

3855.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[Marckess's solution](#)

3856.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Marckess's solution](#)

3857.

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

[Marckess's solution](#)

3858.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Marckess's solution](#)

3859.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Marckess's solution](#)

3860.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[Marckess's solution](#)

3861.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Marckess's solution](#)

3862.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Marckess's solution](#)

3863.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Marckess's solution](#)

3864.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Marckess's solution](#)

3865.

2106G1

[Baudelaire \(easy version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Marckess's solution](#)

3866.

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

[Marckess's solution](#)

3867.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[Marckess's solution](#)

3868.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Marckess's solution](#)

3869.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Marckess's solution](#)

3870.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Marckess's solution](#)

3871.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Marckess's solution](#)

3872.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[Marckess's solution](#)

3873.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Marckess's solution](#)

3874.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Marckess's solution](#)

3875.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Marckess's solution](#)

3876.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Marckess's solution](#)

3877.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Marckess's solution](#)

3878.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Marckess's solution](#)

3879.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Marckess's solution](#)

3880.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Marckess's solution](#)

3881.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · last AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Marckess's solution](#)

3882.

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

[Marckess's solution](#)

3883.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Marckess's solution](#)

3884.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Marckess's solution](#)

3885.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Marckess's solution](#)

3886.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Marckess's solution](#)

3887.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Marckess's solution](#)

3888.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

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

[Marckess's solution](#)

3889.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Marckess's solution](#)

3890.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

3891.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

3892.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

3893.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[Marckess's solution](#)

3894.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

3895.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Marckess's solution](#)

3896.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Marckess's solution](#)

3897.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Marckess's solution](#)

3898.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Marckess's solution](#)

3899.

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[Marckess's solution](#)

3900.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Marckess's solution](#)

3901.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Marckess's solution](#)

3902.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Marckess's solution](#)

3903.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Marckess's solution](#)

3904.

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

[Marckess's solution](#)

3905.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Marckess's solution](#)

3906.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Marckess's solution](#)

3907.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[Marckess's solution](#)

3908.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[Marckess's solution](#)

3909.

1832E

[Combinatorics Problem](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[Marckess's solution](#)

3910.

863F

[Almost Permutation](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Marckess's solution](#)

3911.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

3912.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Marckess's solution](#)

3913.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[Marckess's solution](#)

3914.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Marckess's solution](#)

3915.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Marckess's solution](#)

3916.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Marckess's solution](#)

3917.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[Marckess's solution](#)

3918.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Marckess's solution](#)

3919.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Marckess's solution](#)

3920.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Marckess's solution](#)

3921.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

3922.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Marckess's solution](#)

3923.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[Marckess's solution](#)

3924.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Marckess's solution](#)

3925.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[Marckess's solution](#)

3926.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Marckess's solution](#)

3927.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Marckess's solution](#)

3928.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Marckess's solution](#)

3929.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[Marckess's solution](#)

3930.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

3931.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Marckess's solution](#)

3932.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Marckess's solution](#)

3933.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

3934.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[Marckess's solution](#)

3935.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Marckess's solution](#)

3936.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Marckess's solution](#)

3937.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, math, trees

[Marckess's solution](#)

3938.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Marckess's solution](#)

3939.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Marckess's solution](#)

3940.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Marckess's solution](#)

3941.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Marckess's solution](#)

3942.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Marckess's solution](#)

3943.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Marckess's solution](#)

3944.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Marckess's solution](#)

3945.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Marckess's solution](#)

3946.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Marckess's solution](#)

3947.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

3948.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Marckess's solution](#)

3949.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Marckess's solution](#)

3950.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Marckess's solution](#)

3951.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

3952.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marckess's solution](#)

3953.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[Marckess's solution](#)

3954.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

3955.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Marckess's solution](#)

3956.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Marckess's solution](#)

3957.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Marckess's solution](#)

3958.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · last AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Marckess's solution](#)

3959.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Marckess's solution](#)

3960.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Marckess's solution](#)

3961.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Marckess's solution](#)

3962.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[Marckess's solution](#)

3963.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[Marckess's solution](#)

3964.

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

[Marckess's solution](#)

3965.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Marckess's solution](#)

3966.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[Marckess's solution](#)

3967.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Marckess's solution](#)

3968.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Marckess's solution](#)

3969.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Marckess's solution](#)

3970.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Marckess's solution](#)

3971.

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

[Marckess's solution](#)

3972.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[Marckess's solution](#)

3973.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Marckess's solution](#)

3974.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

3975.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Marckess's solution](#)

3976.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[Marckess's solution](#)

3977.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Marckess's solution](#)

3978.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Marckess's solution](#)

3979.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 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

[Marckess's solution](#)

3980.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Marckess's solution](#)

3981.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[Marckess's solution](#)

3982.

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

[Marckess's solution](#)

3983.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Marckess's solution](#)

3984.

655E

[Intellectual Inquiry](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Marckess's solution](#)

3985.

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

[Marckess's solution](#)

3986.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Marckess's solution](#)

3987.

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

[Marckess's solution](#)

3988.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Marckess's solution](#)

3989.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[Marckess's solution](#)

3990.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

3991.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[Marckess's solution](#)

3992.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Marckess's solution](#)

3993.

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

[Marckess's solution](#)

3994.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[Marckess's solution](#)

3995.

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

[Marckess's solution](#)

3996.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Marckess's solution](#)

3997.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Marckess's solution](#)

3998.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Marckess's solution](#)

3999.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Marckess's solution](#)

4000.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Marckess's solution](#)

4001.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[Marckess's solution](#)

4002.

785E

[Anton and Permutation](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-03-18 · last AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Marckess's solution](#)

4003.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

4004.

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

4005.

1303E

[Erase Subsequences](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Marckess's solution](#)

4006.

1295E

[Permutation Separation](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Marckess's solution](#)

4007.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Marckess's solution](#)

4008.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Marckess's solution](#)

4009.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[Marckess's solution](#)

4010.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Marckess's solution](#)

4011.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[Marckess's solution](#)

4012.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

4013.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Marckess's solution](#)

4014.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Marckess's solution](#)

4015.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

4016.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Marckess's solution](#)

4017.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Marckess's solution](#)

4018.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

4019.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4020.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4021.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4022.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[Marckess's solution](#)

4023.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Marckess's solution](#)

4024.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

4025.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[Marckess's solution](#)

4026.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

4027.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[Marckess's solution](#)

4028.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Marckess's solution](#)

4029.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4030.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Marckess's solution](#)

4031.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Marckess's solution](#)

4032.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Marckess's solution](#)

4033.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Marckess's solution](#)

4034.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Marckess's solution](#)

4035.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[Marckess's solution](#)

4036.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[Marckess's solution](#)

4037.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Marckess's solution](#)

4038.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4039.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

4040.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[Marckess's solution](#)

4041.

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Marckess's solution](#)

4042.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marckess's solution](#)

4043.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-11-21 · last AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[Marckess's solution](#)

4044.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Marckess's solution](#)

4045.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[Marckess's solution](#)

4046.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[Marckess's solution](#)

4047.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[Marckess's solution](#)

4048.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Marckess's solution](#)

4049.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Marckess's solution](#)

4050.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[Marckess's solution](#)

4051.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[Marckess's solution](#)

4052.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Marckess's solution](#)

4053.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[Marckess's solution](#)

4054.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4055.

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, math

[Marckess's solution](#)

4056.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

4057.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2018-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Marckess's solution](#)

4058.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

4059.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Marckess's solution](#)

4060.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Marckess's solution](#)

4061.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[Marckess's solution](#)

4062.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Marckess's solution](#)

4063.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4064.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

4065.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Marckess's solution](#)

4066.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[Marckess's solution](#)

4067.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Marckess's solution](#)

4068.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Marckess's solution](#)

4069.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Marckess's solution](#)

4070.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[Marckess's solution](#)

4071.

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

4072.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

4073.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: data structures

[Marckess's solution](#)

4074.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[Marckess's solution](#)

4075.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

4076.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2018-01-11 · last AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Marckess's solution](#)

4077.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Marckess's solution](#)

4078.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[Marckess's solution](#)

4079.

907D

[Seating of Students](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

4080.

902D

[GCD of Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

4081.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

4082.

651E

[Table Compression](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Marckess's solution](#)

4083.

650C

[Table Compression](#) · [Tutorial](#)

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Marckess's solution](#)

4084.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[Marckess's solution](#)

4085.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

4086.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2017-08-19 · last AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Marckess's solution](#)

4087.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Marckess's solution](#)

4088.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp

[Marckess's solution](#)

4089.

816D

[Karen and Test](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-21 · GNU C++ (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

4090.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Marckess's solution](#)

4091.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Marckess's solution](#)

4092.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[Marckess's solution](#)

4093.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Marckess's solution](#)

4094.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Marckess's solution](#)

4095.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Marckess's solution](#)

4096.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Marckess's solution](#)

4097.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Marckess's solution](#)

4098.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Marckess's solution](#)

4099.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Marckess's solution](#)

4100.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[Marckess's solution](#)

4101.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

4102.

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

[Marckess's solution](#)

4103.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Marckess's solution](#)

4104.

2146E

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Marckess's solution](#)

4105.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Marckess's solution](#)

4106.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Marckess's solution](#)

4107.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Marckess's solution](#)

4108.

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

[Marckess's solution](#)

4109.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[Marckess's solution](#)

4110.

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

[Marckess's solution](#)

4111.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, dp, implementation, sortings

[Marckess's solution](#)

4112.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Marckess's solution](#)

4113.

2107F1

[Cycling \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Marckess's solution](#)

4114.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Marckess's solution](#)

4115.

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

[Marckess's solution](#)

4116.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Marckess's solution](#)

4117.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Marckess's solution](#)

4118.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4119.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Marckess's solution](#)

4120.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Marckess's solution](#)

4121.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Marckess's solution](#)

4122.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Marckess's solution](#)

4123.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[Marckess's solution](#)

4124.

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

[Marckess's solution](#)

4125.

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

[Marckess's solution](#)

4126.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Marckess's solution](#)

4127.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Marckess's solution](#)

4128.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Marckess's solution](#)

4129.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4130.

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

[Marckess's solution](#)

4131.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Marckess's solution](#)

4132.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Marckess's solution](#)

4133.

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

[Marckess's solution](#)

4134.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Marckess's solution](#)

4135.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Marckess's solution](#)

4136.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[Marckess's solution](#)

4137.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Marckess's solution](#)

4138.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, expression parsing, graphs, implementation

[Marckess's solution](#)

4139.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

4140.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

4141.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[Marckess's solution](#)

4142.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Marckess's solution](#)

4143.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Marckess's solution](#)

4144.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Marckess's solution](#)

4145.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

4146.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Marckess's solution](#)

4147.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

4148.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Marckess's solution](#)

4149.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Marckess's solution](#)

4150.

1917D

[Yet Another Inversions Problem](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Marckess's solution](#)

4151.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Marckess's solution](#)

4152.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Marckess's solution](#)

4153.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Marckess's solution](#)

4154.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

4155.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Marckess's solution](#)

4156.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Marckess's solution](#)

4157.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Marckess's solution](#)

4158.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Marckess's solution](#)

4159.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Marckess's solution](#)

4160.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

divide and conquer, dp, math, trees

[Marckess's solution](#)

4161.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Marckess's solution](#)

4162.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Marckess's solution](#)

4163.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Marckess's solution](#)

4164.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Marckess's solution](#)

4165.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Marckess's solution](#)

4166.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[Marckess's solution](#)

4167.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Marckess's solution](#)

4168.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Marckess's solution](#)

4169.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[Marckess's solution](#)

4170.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Marckess's solution](#)

4171.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Marckess's solution](#)

4172.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Marckess's solution](#)

4173.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Marckess's solution](#)

4174.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

4175.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Marckess's solution](#)

4176.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Marckess's solution](#)

4177.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Marckess's solution](#)

4178.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[Marckess's solution](#)

4179.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[Marckess's solution](#)

4180.

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 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Marckess's solution](#)

4181.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Marckess's solution](#)

4182.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Marckess's solution](#)

4183.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Marckess's solution](#)

4184.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

4185.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Marckess's solution](#)

4186.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4187.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Marckess's solution](#)

4188.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Marckess's solution](#)

4189.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marckess's solution](#)

4190.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Marckess's solution](#)

4191.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Marckess's solution](#)

4192.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Marckess's solution](#)

4193.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Marckess's solution](#)

4194.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[Marckess's solution](#)

4195.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Marckess's solution](#)

4196.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Marckess's solution](#)

4197.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[Marckess's solution](#)

4198.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Marckess's solution](#)

4199.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Marckess's solution](#)

4200.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[Marckess's solution](#)

4201.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Marckess's solution](#)

4202.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Marckess's solution](#)

4203.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Marckess's solution](#)

4204.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Marckess's solution](#)

4205.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Marckess's solution](#)

4206.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

4207.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Marckess's solution](#)

4208.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 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

[Marckess's solution](#)

4209.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Marckess's solution](#)

4210.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Marckess's solution](#)

4211.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[Marckess's solution](#)

4212.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Marckess's solution](#)

4213.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings
[Marckess's solution](#)

4214.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer
[Marckess's solution](#)

4215.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities
[Marckess's solution](#)

4216.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[Marckess's solution](#)

4217.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[Marckess's solution](#)

4218.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 2300 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Marckess's solution](#)

4219.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory
[Marckess's solution](#)

4220.

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

[Marckess's solution](#)

4221.

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

[Marckess's solution](#)

4222.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Marckess's solution](#)

4223.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[Marckess's solution](#)

4224.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Marckess's solution](#)

4225.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Marckess's solution](#)

4226.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

4227.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

4228.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[Marckess's solution](#)

4229.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Marckess's solution](#)

4230.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Marckess's solution](#)

4231.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

4232.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Marckess's solution](#)

4233.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[Marckess's solution](#)

4234.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-09 · last AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Marckess's solution](#)

4235.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Marckess's solution](#)

4236.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Marckess's solution](#)

4237.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

4238.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4239.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Marckess's solution](#)

4240.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Marckess's solution](#)

4241.

1276C

[Beautiful Rectangle](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Marckess's solution](#)

4242.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Marckess's solution](#)

4243.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

4244.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Marckess's solution](#)

4245.

1252L

[Road Construction](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Marckess's solution](#)

4246.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Marckess's solution](#)

4247.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths

[Marckess's solution](#)

4248.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Marckess's solution](#)

4249.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Marckess's solution](#)

4250.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-30 · last AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Marckess's solution](#)

4251.

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

4252.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

4253.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · last AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Marckess's solution](#)

4254.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

4255.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4256.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Marckess's solution](#)

4257.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Marckess's solution](#)

4258.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

4259.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Marckess's solution](#)

4260.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: dp

[Marckess's solution](#)

4261.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[Marckess's solution](#)

4262.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[Marckess's solution](#)

4263.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: dp, probabilities

[Marckess's solution](#)

4264.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Marckess's solution](#)

4265.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Marckess's solution](#)

4266.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

4267.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · last AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Marckess's solution](#)

4268.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[Marckess's solution](#)

4269.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

4270.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Marckess's solution](#)

4271.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Marckess's solution](#)

4272.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Marckess's solution](#)

4273.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4274.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Marckess's solution](#)

4275.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Marckess's solution](#)

4276.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

4277.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[Marckess's solution](#)

4278.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

4279.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Marckess's solution](#)

4280.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Marckess's solution](#)

4281.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

4282.

594C

[Edo and Magnets](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2300 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, two pointers

[Marckess's solution](#)

4283.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: games

[Marckess's solution](#)

4284.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2018-07-17 · last AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Marckess's solution](#)

4285.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[Marckess's solution](#)

4286.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Marckess's solution](#)

4287.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[Marckess's solution](#)

4288.

709E

[Centroids](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

4289.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Marckess's solution](#)

4290.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Marckess's solution](#)

4291.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

4292.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Marckess's solution](#)

4293.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-17 · last AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[Marckess's solution](#)

4294.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dp, trees

[Marckess's solution](#)

4295.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2018-05-26 · GNU C++11 (first AC) · Tags: dp, sortings

[Marckess's solution](#)

4296.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[Marckess's solution](#)

4297.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2018-05-23 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[Marckess's solution](#)

4298.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: hashing, strings

[Marckess's solution](#)

4299.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

4300.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: flows, graph matchings

[Marckess's solution](#)

4301.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: flows

[Marckess's solution](#)

4302.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[Marckess's solution](#)

4303.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Marckess's solution](#)

4304.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[Marckess's solution](#)

4305.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Marckess's solution](#)

4306.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4307.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4308.

902E

[Bipartite Segments](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs

[Marckess's solution](#)

4309.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[Marckess's solution](#)

4310.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[Marckess's solution](#)

4311.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

4312.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[Marckess's solution](#)

4313.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[Marckess's solution](#)

4314.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-07-28 · GNU C++11 (first AC) · Tags: games, trees

[Marckess's solution](#)

4315.

831F

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-20 · GNU C++11 (first AC) · Tags: —

[Marckess's solution](#)

4316.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Marckess's solution](#)

4317.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

4318.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Marckess's solution](#)

4319.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Marckess's solution](#)

4320.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Marckess's solution](#)

4321.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Marckess's solution](#)

4322.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-09 · last AC: 2025-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Marckess's solution](#)

4323.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Marckess's solution](#)

4324.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Marckess's solution](#)

4325.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Marckess's solution](#)

4326.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Marckess's solution](#)

4327.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Marckess's solution](#)

4328.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Marckess's solution](#)

4329.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

4330.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation,

math

[Marckess's solution](#)

4331.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

4332.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Marckess's solution](#)

4333.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 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

[Marckess's solution](#)

4334.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Marckess's solution](#)

4335.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Marckess's solution](#)

4336.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

4337.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Marckess's solution](#)

4338.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Marckess's solution](#)

4339.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Marckess's solution](#)

4340.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Marckess's solution](#)

4341.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Marckess's solution](#)

4342.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Marckess's solution](#)

4343.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-18 · last AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4344.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Marckess's solution](#)

4345.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Marckess's solution](#)

4346.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

4347.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[Marckess's solution](#)

4348.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Marckess's solution](#)

4349.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, dp, greedy, implementation, two pointers

[Marckess's solution](#)

4350.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Marckess's solution](#)

4351.

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

[Marckess's solution](#)

4352.

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

[Marckess's solution](#)

4353.

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

[Marckess's solution](#)

4354.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Marckess's solution](#)

4355.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Marckess's solution](#)

4356.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Marckess's solution](#)

4357.

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

[Marckess's solution](#)

4358.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Marckess's solution](#)

4359.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[Marckess's solution](#)

4360.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[Marckess's solution](#)

4361.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Marckess's solution](#)

4362.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Marckess's solution](#)

4363.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Marckess's solution](#)

4364.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Marckess's solution](#)

4365.

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

[Marckess's solution](#)

4366.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

4367.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

4368.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[Marckess's solution](#)

4369.

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

[Marckess's solution](#)

4370.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4371.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Marckess's solution](#)

4372.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Marckess's solution](#)

4373.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Marckess's solution](#)

4374.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[Marckess's solution](#)

4375.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Marckess's solution](#)

4376.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

4377.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Marckess's solution](#)

4378.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Marckess's solution](#)

4379.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Marckess's solution](#)

4380.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Marckess's solution](#)

4381.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Marckess's solution](#)

4382.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Marckess's solution](#)

4383.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Marckess's solution](#)

4384.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[Marckess's solution](#)

4385.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Marckess's solution](#)

4386.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Marckess's solution](#)

4387.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Marckess's solution](#)

4388.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Marckess's solution](#)

4389.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

4390.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Marckess's solution](#)

4391.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Marckess's solution](#)

4392.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Marckess's solution](#)

4393.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Marckess's solution](#)

4394.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Marckess's solution](#)

4395.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Marckess's solution](#)

4396.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

4397.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

4398.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

4399.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-04-13 · last AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Marckess's solution](#)

4400.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-04-13 · last AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Marckess's solution](#)

4401.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Marckess's solution](#)

4402.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Marckess's solution](#)

4403.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[Marckess's solution](#)

4404.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Marckess's solution](#)

4405.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Marckess's solution](#)

4406.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Marckess's solution](#)

4407.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[Marckess's solution](#)

4408.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

4409.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Marckess's solution](#)

4410.

1620G

[Subsequences Galore](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Marckess's solution](#)

4411.

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Marckess's solution](#)

4412.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Marckess's solution](#)

4413.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Marckess's solution](#)

4414.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

4415.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

4416.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Marckess's solution](#)

4417.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Marckess's solution](#)

4418.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[Marckess's solution](#)

4419.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[Marckess's solution](#)

4420.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Marckess's solution](#)

4421.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Marckess's solution](#)

4422.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Marckess's solution](#)

4423.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Marckess's solution](#)

4424.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[Marckess's solution](#)

4425.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Marckess's solution](#)

4426.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4427.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Marckess's solution](#)

4428.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Marckess's solution](#)

4429.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[Marckess's solution](#)

4430.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Marckess's solution](#)

4431.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Marckess's solution](#)

4432.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Marckess's solution](#)

4433.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

4434.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Marckess's solution](#)

4435.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Marckess's solution](#)

4436.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Marckess's solution](#)

4437.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[Marckess's solution](#)

4438.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Marckess's solution](#)

4439.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Marckess's solution](#)

4440.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Marckess's solution](#)

4441.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Marckess's solution](#)

4442.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[Marckess's solution](#)

4443.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Marckess's solution](#)

4444.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Marckess's solution](#)

4445.

1619H

[Permutation and Queries](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Marckess's solution](#)

4446.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Marckess's solution](#)

4447.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Marckess's solution](#)

4448.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Marckess's solution](#)

4449.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Marckess's solution](#)

4450.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Marckess's solution](#)

4451.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Marckess's solution](#)

4452.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Marckess's solution](#)

4453.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

4454.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

4455.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Marckess's solution](#)

4456.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Marckess's solution](#)

4457.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-30 · last AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[Marckess's solution](#)

4458.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Marckess's solution](#)

4459.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[Marckess's solution](#)

4460.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Marckess's solution](#)

4461.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Marckess's solution](#)

4462.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[Marckess's solution](#)

4463.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Marckess's solution](#)

4464.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Marckess's solution](#)

4465.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Marckess's solution](#)

4466.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Marckess's solution](#)

4467.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Marckess's solution](#)

4468.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Marckess's solution](#)

4469.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Marckess's solution](#)

4470.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Marckess's solution](#)

4471.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

4472.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Marckess's solution](#)

4473.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Marckess's solution](#)

4474.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Marckess's solution](#)

4475.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Marckess's solution](#)

4476.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Marckess's solution](#)

4477.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Marckess's solution](#)

4478.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

combinatorics, probabilities

[Marckess's solution](#)

4479.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[Marckess's solution](#)

4480.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[Marckess's solution](#)

4481.

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

[Marckess's solution](#)

4482.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Marckess's solution](#)

4483.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer

[Marckess's solution](#)

4484.

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

[Marckess's solution](#)

4485.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Marckess's solution](#)

4486.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

4487.

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

[Marckess's solution](#)

4488.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · last AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Marckess's solution](#)

4489.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Marckess's solution](#)

4490.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Marckess's solution](#)

4491.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Marckess's solution](#)

4492.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Marckess's solution](#)

4493.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Marckess's solution](#)

4494.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Marckess's solution](#)

4495.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Marckess's solution](#)

4496.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing

[Marckess's solution](#)

4497.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Marckess's solution](#)

4498.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, implementation

[Marckess's solution](#)

4499.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Marckess's solution](#)

4500.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Marckess's solution](#)

4501.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Marckess's solution](#)

4502.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[Marckess's solution](#)

4503.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Marckess's solution](#)

4504.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Marckess's solution](#)

4505.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Marckess's solution](#)

4506.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

4507.

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Marckess's solution](#)

4508.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Marckess's solution](#)

4509.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Marckess's solution](#)

4510.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[Marckess's solution](#)

4511.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[Marckess's solution](#)

4512.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Marckess's solution](#)

4513.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[Marckess's solution](#)

4514.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[Marckess's solution](#)

4515.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Marckess's solution](#)

4516.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[Marckess's solution](#)

4517.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[Marckess's solution](#)

4518.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Marckess's solution](#)

4519.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Marckess's solution](#)

4520.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Marckess's solution](#)

4521.

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Marckess's solution](#)

4522.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Marckess's solution](#)

4523.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Marckess's solution](#)

4524.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Marckess's solution](#)

4525.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Marckess's solution](#)

4526.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2019-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Marckess's solution](#)

4527.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Marckess's solution](#)

4528.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Marckess's solution](#)

4529.

1205C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[Marckess's solution](#)

4530.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[Marckess's solution](#)

4531.

1163E

[Magical Permutation](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-10 · last AC: 2019-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[Marckess's solution](#)

4532.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[Marckess's solution](#)

4533.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[Marckess's solution](#)

4534.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[Marckess's solution](#)

4535.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[Marckess's solution](#)

4536.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[Marckess's solution](#)

4537.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[Marckess's solution](#)

4538.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[Marckess's solution](#)

4539.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees
[Marckess's solution](#)

4540.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[Marckess's solution](#)

4541.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · last AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Marckess's solution](#)

4542.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Marckess's solution](#)

4543.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2018-11-25 · last AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4544.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[Marckess's solution](#)

4545.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-19 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[Marckess's solution](#)

4546.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4547.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Marckess's solution](#)

4548.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Marckess's solution](#)

4549.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-10-11 · last AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Marckess's solution](#)

4550.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Marckess's solution](#)

4551.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Marckess's solution](#)

4552.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4553.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Marckess's solution](#)

4554.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-09-26 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

4555.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-09-25 · last AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[Marckess's solution](#)

4556.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Marckess's solution](#)

4557.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Marckess's solution](#)

4558.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

4559.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[Marckess's solution](#)

4560.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

4561.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-07 · last AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Marckess's solution](#)

4562.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Marckess's solution](#)

4563.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2018-08-29 · last AC: 2018-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[Marckess's solution](#)

4564.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

4565.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[Marckess's solution](#)

4566.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2018-08-16 · last AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Marckess's solution](#)

4567.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[Marckess's solution](#)

4568.

680E

[Bear and Square Grid](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

4569.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation

[Marckess's solution](#)

4570.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2018-07-09 · last AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Marckess's solution](#)

4571.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Marckess's solution](#)

4572.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Marckess's solution](#)

4573.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Marckess's solution](#)

4574.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Marckess's solution](#)

4575.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Marckess's solution](#)

4576.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2018-05-16 · last AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Marckess's solution](#)

4577.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[Marckess's solution](#)

4578.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-05-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4579.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[Marckess's solution](#)

4580.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2018-05-02 · GNU C++11 (first AC) · Tags: data structures, two pointers

[Marckess's solution](#)

4581.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

4582.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-04-11 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Marckess's solution](#)

4583.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[Marckess's solution](#)

4584.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Marckess's solution](#)

4585.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Marckess's solution](#)

4586.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Marckess's solution](#)

4587.

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Marckess's solution](#)

4588.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4589.

907E

[Party](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Marckess's solution](#)

4590.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Marckess's solution](#)

4591.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Marckess's solution](#)

4592.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Marckess's solution](#)

4593.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Marckess's solution](#)

4594.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

4595.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Marckess's solution](#)

4596.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Marckess's solution](#)

4597.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Marckess's solution](#)

4598.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Marckess's solution](#)

4599.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

4600.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Marckess's solution](#)

4601.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Marckess's solution](#)

4602.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Marckess's solution](#)

4603.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Marckess's solution](#)

4604.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Marckess's solution](#)

4605.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

4606.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[Marckess's solution](#)

4607.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Marckess's solution](#)

4608.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[Marckess's solution](#)

4609.

611F

[New Year and Cleaning](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[Marckess's solution](#)

4610.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Marckess's solution](#)

4611.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Marckess's solution](#)

4612.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Marckess's solution](#)

4613.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Marckess's solution](#)

4614.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

4615.

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

[Marckess's solution](#)

4616.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Marckess's solution](#)

4617.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4618.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Marckess's solution](#)

4619.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Marckess's solution](#)

4620.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Marckess's solution](#)

4621.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Marckess's solution](#)

4622.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Marckess's solution](#)

4623.

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

[Marckess's solution](#)

4624.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

4625.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Marckess's solution](#)

4626.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Marckess's solution](#)

4627.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Marckess's solution](#)

4628.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Marckess's solution](#)

4629.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Marckess's solution](#)

4630.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Marckess's solution](#)

4631.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Marckess's solution](#)

4632.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Marckess's solution](#)

4633.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Marckess's solution](#)

4634.

2005E2

[Subtangle 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

[Marckess's solution](#)

4635.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Marckess's solution](#)

4636.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Marckess's solution](#)

4637.

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

[Marckess's solution](#)

4638.

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

[Marckess's solution](#)

4639.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Marckess's solution](#)

4640.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Marckess's solution](#)

4641.

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

[Marckess's solution](#)

4642.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Marckess's solution](#)

4643.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Marckess's solution](#)

4644.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Marckess's solution](#)

4645.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

4646.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Marckess's solution](#)

4647.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[Marckess's solution](#)

4648.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Marckess's solution](#)

4649.

89D

[Space mines](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2500 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Marckess's solution](#)

4650.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Marckess's solution](#)

4651.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

4652.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Marckess's solution](#)

4653.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[Marckess's solution](#)

4654.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Marckess's solution](#)

4655.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Marckess's solution](#)

4656.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

4657.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Marckess's solution](#)

4658.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[Marckess's solution](#)

4659.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4660.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Marckess's solution](#)

4661.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Marckess's solution](#)

4662.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Marckess's solution](#)

4663.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Marckess's solution](#)

4664.

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Marckess's solution](#)

4665.

1858E1

[Rollbacks \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Marckess's solution](#)

4666.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

4667.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Marckess's solution](#)

4668.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Marckess's solution](#)

4669.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Marckess's solution](#)

4670.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

4671.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Marckess's solution](#)

4672.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[Marckess's solution](#)

4673.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Marckess's solution](#)

4674.

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

[Marckess's solution](#)

4675.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Marckess's solution](#)

4676.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Marckess's solution](#)

4677.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Marckess's solution](#)

4678.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Marckess's solution](#)

4679.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[Marckess's solution](#)

4680.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Marckess's solution](#)

4681.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Marckess's solution](#)

4682.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Marckess's solution](#)

4683.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[Marckess's solution](#)

4684.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Marckess's solution](#)

4685.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[Marckess's solution](#)

4686.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Marckess's solution](#)

4687.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[Marckess's solution](#)

4688.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[Marckess's solution](#)

4689.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[Marckess's solution](#)

4690.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[Marckess's solution](#)

4691.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[Marckess's solution](#)

4692.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[Marckess's solution](#)

4693.

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Marckess's solution](#)

4694.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[Marckess's solution](#)

4695.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[Marckess's solution](#)

4696.

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
[Marckess's solution](#)

4697.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[Marckess's solution](#)

4698.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers
[Marckess's solution](#)

4699.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[Marckess's solution](#)

4700.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Marckess's solution](#)

4701.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Marckess's solution](#)

4702.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Marckess's solution](#)

4703.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

4704.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Marckess's solution](#)

4705.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[Marckess's solution](#)

4706.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Marckess's solution](#)

4707.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

4708.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Marckess's solution](#)

4709.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Marckess's solution](#)

4710.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Marckess's solution](#)

4711.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Marckess's solution](#)

4712.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Marckess's solution](#)

4713.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Marckess's solution](#)

4714.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Marckess's solution](#)

4715.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Marckess's solution](#)

4716.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Marckess's solution](#)

4717.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[Marckess's solution](#)

4718.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Marckess's solution](#)

4719.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4720.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Marckess's solution](#)

4721.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[Marckess's solution](#)

4722.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[Marckess's solution](#)

4723.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Marckess's solution](#)

4724.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Marckess's solution](#)

4725.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Marckess's solution](#)

4726.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Marckess's solution](#)

4727.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

4728.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Marckess's solution](#)

4729.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Marckess's solution](#)

4730.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-11 · last AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Marckess's solution](#)

4731.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Marckess's solution](#)

4732.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Marckess's solution](#)

4733.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2018-03-31 · last AC: 2021-05-13 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Marckess's solution](#)

4734.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4735.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Marckess's solution](#)

4736.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Marckess's solution](#)

4737.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Marckess's solution](#)

4738.

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

[Marckess's solution](#)

4739.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 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

[Marckess's solution](#)

4740.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Marckess's solution](#)

4741.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Marckess's solution](#)

4742.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4743.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Marckess's solution](#)

4744.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

4745.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

4746.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Marckess's solution](#)

4747.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Marckess's solution](#)

4748.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

4749.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[Marckess's solution](#)

4750.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Marckess's solution](#)

4751.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Marckess's solution](#)

4752.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Marckess's solution](#)

4753.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · last AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[Marckess's solution](#)

4754.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

4755.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Marckess's solution](#)

4756.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Marckess's solution](#)

4757.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Marckess's solution](#)

4758.

655F

[Cowslip Collections](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory

[Marckess's solution](#)

4759.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · last AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Marckess's solution](#)

4760.

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

[Marckess's solution](#)

4761.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2020-07-16 · last AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[Marckess's solution](#)

4762.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy

[Marckess's solution](#)

4763.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-07-14 · last AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[Marckess's solution](#)

4764.

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

[Marckess's solution](#)

4765.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Marckess's solution](#)

4766.

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

[Marckess's solution](#)

4767.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Marckess's solution](#)

4768.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Marckess's solution](#)

4769.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[Marckess's solution](#)

4770.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Marckess's solution](#)

4771.

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[Marckess's solution](#)

4772.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

4773.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[Marckess's solution](#)

4774.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[Marckess's solution](#)

4775.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Marckess's solution](#)

4776.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-10 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[Marckess's solution](#)

4777.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Marckess's solution](#)

4778.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[Marckess's solution](#)

4779.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[Marckess's solution](#)

4780.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[Marckess's solution](#)

4781.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-15 · last AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Marckess's solution](#)

4782.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[Marckess's solution](#)

4783.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Marckess's solution](#)

4784.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Marckess's solution](#)

4785.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Marckess's solution](#)

4786.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[Marckess's solution](#)

4787.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Marckess's solution](#)

4788.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[Marckess's solution](#)

4789.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

4790.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

4791.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[Marckess's solution](#)

4792.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Marckess's solution](#)

4793.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-09-01 · last AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Marckess's solution](#)

4794.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

4795.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Marckess's solution](#)

4796.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings

[Marckess's solution](#)

4797.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Marckess's solution](#)

4798.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[Marckess's solution](#)

4799.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Marckess's solution](#)

4800.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

4801.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2018-12-17 · last AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[Marckess's solution](#)

4802.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Marckess's solution](#)

4803.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[Marckess's solution](#)

4804.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Marckess's solution](#)

4805.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Marckess's solution](#)

4806.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Marckess's solution](#)

4807.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4808.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4809.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

4810.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4811.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[Marckess's solution](#)

4812.

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Marckess's solution](#)

4813.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

4814.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-10-03 · last AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

4815.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

4816.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Marckess's solution](#)

4817.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[Marckess's solution](#)

4818.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

4819.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

4820.

360C

[Levko and Strings](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

4821.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Marckess's solution](#)

4822.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Marckess's solution](#)

4823.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

4824.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2018-07-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Marckess's solution](#)

4825.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Marckess's solution](#)

4826.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2018-06-27 · last AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[Marckess's solution](#)

4827.

740E

[Alyona and towers](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

4828.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

4829.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

4830.

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Marckess's solution](#)

4831.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Marckess's solution](#)

4832.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

4833.

994F

[Compute Power](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Marckess's solution](#)

4834.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Marckess's solution](#)

4835.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2018-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[Marckess's solution](#)

4836.

544E

[Remembering Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4837.

543C

[Remembering Strings](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4838.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Marckess's solution](#)

4839.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Marckess's solution](#)

4840.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[Marckess's solution](#)

4841.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2018-03-31 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

4842.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-01-08 · last AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[Marckess's solution](#)

4843.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

4844.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[Marckess's solution](#)

4845.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Marckess's solution](#)

4846.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Marckess's solution](#)

4847.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Marckess's solution](#)

4848.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Marckess's solution](#)

4849.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Marckess's solution](#)

4850.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Marckess's solution](#)

4851.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Marckess's solution](#)

4852.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[Marckess's solution](#)

4853.

2158E

[Sink](#) · [Tutorial](#)

Quality: 626 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Marckess's solution](#)

4854.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

4855.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Marckess's solution](#)

4856.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Marckess's solution](#)

4857.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Marckess's solution](#)

4858.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Marckess's solution](#)

4859.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Marckess's solution](#)

4860.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[Marckess's solution](#)

4861.

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

[Marckess's solution](#)

4862.

2128E2

[Submedians \(Hard Version\)](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Marckess's solution](#)

4863.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

4864.

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

[Marckess's solution](#)

4865.

2120F

[Superb Graphs](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, graphs

[Marckess's solution](#)

4866.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Marckess's solution](#)

4867.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Marckess's solution](#)

4868.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Marckess's solution](#)

4869.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Marckess's solution](#)

4870.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Marckess's solution](#)

4871.

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

[Marckess's solution](#)

4872.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Marckess's solution](#)

4873.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Marckess's solution](#)

4874.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Marckess's solution](#)

4875.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, two pointers

[Marckess's solution](#)

4876.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Marckess's solution](#)

4877.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Marckess's solution](#)

4878.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Marckess's solution](#)

4879.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Marckess's solution](#)

4880.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Marckess's solution](#)

4881.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Marckess's solution](#)

4882.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Marckess's solution](#)

4883.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Marckess's solution](#)

4884.

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

[Marckess's solution](#)

4885.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Marckess's solution](#)

4886.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Marckess's solution](#)

4887.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Marckess's solution](#)

4888.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Marckess's solution](#)

4889.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

4890.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Marckess's solution](#)

4891.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Marckess's solution](#)

4892.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Marckess's solution](#)

4893.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Marckess's solution](#)

4894.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Marckess's solution](#)

4895.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[Marckess's solution](#)

4896.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Marckess's solution](#)

4897.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · last AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Marckess's solution](#)

4898.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[Marckess's solution](#)

4899.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

4900.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[Marckess's solution](#)

4901.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

4902.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Marckess's solution](#)

4903.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Marckess's solution](#)

4904.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Marckess's solution](#)

4905.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

4906.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Marckess's solution](#)

4907.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Marckess's solution](#)

4908.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Marckess's solution](#)

4909.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

4910.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

4911.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[Marckess's solution](#)

4912.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[Marckess's solution](#)

4913.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Marckess's solution](#)

4914.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Marckess's solution](#)

4915.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Marckess's solution](#)

4916.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Marckess's solution](#)

4917.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Marckess's solution](#)

4918.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · last AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[Marckess's solution](#)

4919.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4920.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[Marckess's solution](#)

4921.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Marckess's solution](#)

4922.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Marckess's solution](#)

4923.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Marckess's solution](#)

4924.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Marckess's solution](#)

4925.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Marckess's solution](#)

4926.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Marckess's solution](#)

4927.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Marckess's solution](#)

4928.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

4929.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[Marckess's solution](#)

4930.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games

[Marckess's solution](#)

4931.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Marckess's solution](#)

4932.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Marckess's solution](#)

4933.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Marckess's solution](#)

4934.

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

[Marckess's solution](#)

4935.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[Marckess's solution](#)

4936.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

4937.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Marckess's solution](#)

4938.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Marckess's solution](#)

4939.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Marckess's solution](#)

4940.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Marckess's solution](#)

4941.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[Marckess's solution](#)

4942.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Marckess's solution](#)

4943.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

4944.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Marckess's solution](#)

4945.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Marckess's solution](#)

4946.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[Marckess's solution](#)

4947.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Marckess's solution](#)

4948.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Marckess's solution](#)

4949.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[Marckess's solution](#)

4950.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Marckess's solution](#)

4951.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

4952.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Marckess's solution](#)

4953.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[Marckess's solution](#)

4954.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Marckess's solution](#)

4955.

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
[Marckess's solution](#)

4956.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[Marckess's solution](#)

4957.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Marckess's solution](#)

4958.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · last AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[Marckess's solution](#)

4959.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · last AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[Marckess's solution](#)

4960.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Marckess's solution](#)

4961.

1430G

[Yet Another DAG Problem](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-13 · last AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[Marckess's solution](#)

4962.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[Marckess's solution](#)

4963.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[Marckess's solution](#)

4964.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Marckess's solution](#)

4965.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-15 · last AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[Marckess's solution](#)

4966.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[Marckess's solution](#)

4967.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 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

[Marckess's solution](#)

4968.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

4969.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Marckess's solution](#)

4970.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2020-08-03 · last AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[Marckess's solution](#)

4971.

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

[Marckess's solution](#)

4972.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Marckess's solution](#)

4973.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[Marckess's solution](#)

4974.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[Marckess's solution](#)

4975.

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

[Marckess's solution](#)

4976.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Marckess's solution](#)

4977.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[Marckess's solution](#)

4978.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[Marckess's solution](#)

4979.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Marckess's solution](#)

4980.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[Marckess's solution](#)

4981.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Marckess's solution](#)

4982.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[Marckess's solution](#)

4983.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[Marckess's solution](#)

4984.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Marckess's solution](#)

4985.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Marckess's solution](#)

4986.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, trees

[Marckess's solution](#)

4987.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Marckess's solution](#)

4988.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Marckess's solution](#)

4989.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[Marckess's solution](#)

4990.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Marckess's solution](#)

4991.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Marckess's solution](#)

4992.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Marckess's solution](#)

4993.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Marckess's solution](#)

4994.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-10 · last AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Marckess's solution](#)

4995.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Marckess's solution](#)

4996.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Marckess's solution](#)

4997.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

4998.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2019-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Marckess's solution](#)

4999.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Marckess's solution](#)

5000.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Marckess's solution](#)

5001.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

5002.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: dp

[Marckess's solution](#)

5003.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-16 · last AC: 2019-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Marckess's solution](#)

5004.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

5005.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[Marckess's solution](#)

5006.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Marckess's solution](#)

5007.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Marckess's solution](#)

5008.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Marckess's solution](#)

5009.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2018-12-05 · last AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Marckess's solution](#)

5010.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Marckess's solution](#)

5011.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2018-11-20 · last AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Marckess's solution](#)

5012.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

5013.

1073G

[Yet Another LCP Problem](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Marckess's solution](#)

5014.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

5015.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Marckess's solution](#)

5016.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[Marckess's solution](#)

5017.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Marckess's solution](#)

5018.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

5019.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-20 · last AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Marckess's solution](#)

5020.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-09-11 · last AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Marckess's solution](#)

5021.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

5022.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Marckess's solution](#)

5023.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

5024.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

5025.

764E

[Timofey and remodeling](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: —

[Marckess's solution](#)

5026.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Marckess's solution](#)

5027.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Marckess's solution](#)

5028.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

5029.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: geometry, number theory

[Marckess's solution](#)

5030.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[Marckess's solution](#)

5031.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: graphs

[Marckess's solution](#)

5032.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-02-24 · last AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[Marckess's solution](#)

5033.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marckess's solution](#)

5034.

897E

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Rating: 2600 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

5035.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Marckess's solution](#)

5036.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2018-05-10 · last AC: 2026-04-30 · GNU C++11 (first AC) · Tags: data structures, dsu

[Marckess's solution](#)

5037.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2700 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[Marckess's solution](#)

5038.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, trees

[Marckess's solution](#)

5039.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Marckess's solution](#)

5040.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Marckess's solution](#)

5041.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · last AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[Marckess's solution](#)

5042.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

5043.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[Marckess's solution](#)

5044.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Marckess's solution](#)

5045.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Marckess's solution](#)

5046.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Marckess's solution](#)

5047.

2169F

[Subsequence Problem](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

5048.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · last AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Marckess's solution](#)

5049.

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · last AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Marckess's solution](#)

5050.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

5051.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Marckess's solution](#)

5052.

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[Marckess's solution](#)

5053.

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

[Marckess's solution](#)

5054.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Marckess's solution](#)

5055.

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[Marckess's solution](#)

5056.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Marckess's solution](#)

5057.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

5058.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[Marckess's solution](#)

5059.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[Marckess's solution](#)

5060.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Marckess's solution](#)

5061.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Marckess's solution](#)

5062.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[Marckess's solution](#)

5063.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Marckess's solution](#)

5064.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp,

greedy, math

[Marckess's solution](#)

5065.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Marckess's solution](#)

5066.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Marckess's solution](#)

5067.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Marckess's solution](#)

5068.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Marckess's solution](#)

5069.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Marckess's solution](#)

5070.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Marckess's solution](#)

5071.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

5072.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

5073.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[Marckess's solution](#)

5074.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[Marckess's solution](#)

5075.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Marckess's solution](#)

5076.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Marckess's solution](#)

5077.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Marckess's solution](#)

5078.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[Marckess's solution](#)

5079.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

5080.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[Marckess's solution](#)

5081.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Marckess's solution](#)

5082.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[Marckess's solution](#)

5083.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[Marckess's solution](#)

5084.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dsu

[Marckess's solution](#)

5085.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[Marckess's solution](#)

5086.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Marckess's solution](#)

5087.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Marckess's solution](#)

5088.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Marckess's solution](#)

5089.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Marckess's solution](#)

5090.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[Marckess's solution](#)

5091.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Marckess's solution](#)

5092.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[Marckess's solution](#)

5093.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Marckess's solution](#)

5094.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[Marckess's solution](#)

5095.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Marckess's solution](#)

5096.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[Marckess's solution](#)

5097.

1671F

[Permutation Counting](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Marckess's solution](#)

5098.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Marckess's solution](#)

5099.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Marckess's solution](#)

5100.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Marckess's solution](#)

5101.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Marckess's solution](#)

5102.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Marckess's solution](#)

5103.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

5104.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Marckess's solution](#)

5105.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Marckess's solution](#)

5106.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[Marckess's solution](#)

5107.

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Marckess's solution](#)

5108.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[Marckess's solution](#)

5109.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Marckess's solution](#)

5110.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[Marckess's solution](#)

5111.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Marckess's solution](#)

5112.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

5113.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[Marckess's solution](#)

5114.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-23 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Marckess's solution](#)

5115.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[Marckess's solution](#)

5116.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

5117.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Marckess's solution](#)

5118.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Marckess's solution](#)

5119.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Marckess's solution](#)

5120.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-19 · last AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Marckess's solution](#)

5121.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Marckess's solution](#)

5122.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[Marckess's solution](#)

5123.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Marckess's solution](#)

5124.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[Marckess's solution](#)

5125.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings
[Marckess's solution](#)

5126.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[Marckess's solution](#)

5127.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, interactive
[Marckess's solution](#)

5128.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees
[Marckess's solution](#)

5129.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games
[Marckess's solution](#)

5130.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[Marckess's solution](#)

5131.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[Marckess's solution](#)

5132.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings
[Marckess's solution](#)

5133.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry, graphs
[Marckess's solution](#)

5134.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Marckess's solution](#)

5135.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

5136.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees

[Marckess's solution](#)

5137.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Marckess's solution](#)

5138.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[Marckess's solution](#)

5139.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[Marckess's solution](#)

5140.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Marckess's solution](#)

5141.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Marckess's solution](#)

5142.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[Marckess's solution](#)

5143.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: number theory, sortings

[Marckess's solution](#)

5144.

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[Marckess's solution](#)

5145.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[Marckess's solution](#)

5146.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[Marckess's solution](#)

5147.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Marckess's solution](#)

5148.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[Marckess's solution](#)

5149.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2020-01-02 · last AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Marckess's solution](#)

5150.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Marckess's solution](#)

5151.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[Marckess's solution](#)

5152.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

5153.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[Marckess's solution](#)

5154.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-11-19 · last AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

5155.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Marckess's solution](#)

5156.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat

[Marckess's solution](#)

5157.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2019-09-04 · last AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[Marckess's solution](#)

5158.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-27 · last AC: 2019-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[Marckess's solution](#)

5159.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Marckess's solution](#)

5160.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[Marckess's solution](#)

5161.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

5162.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[Marckess's solution](#)

5163.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2019-01-05 · last AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[Marckess's solution](#)

5164.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[Marckess's solution](#)

5165.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Marckess's solution](#)

5166.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[Marckess's solution](#)

5167.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Marckess's solution](#)

5168.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Marckess's solution](#)

5169.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Marckess's solution](#)

5170.

713D

[Animals and Puzzle](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

5171.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-10-02 · last AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Marckess's solution](#)

5172.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

5173.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Marckess's solution](#)

5174.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Marckess's solution](#)

5175.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Marckess's solution](#)

5176.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Marckess's solution](#)

5177.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Marckess's solution](#)

5178.

907F

[Power Tower](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Marckess's solution](#)

5179.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-25 · last AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Marckess's solution](#)

5180.

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

5181.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2018-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

5182.

2202G2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Marckess's solution](#)

5183.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Marckess's solution](#)

5184.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Marckess's solution](#)

5185.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Marckess's solution](#)

5186.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Marckess's solution](#)

5187.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Marckess's solution](#)

5188.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

5189.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Marckess's solution](#)

5190.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Marckess's solution](#)

5191.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Marckess's solution](#)

5192.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Marckess's solution](#)

5193.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Marckess's solution](#)

5194.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

5195.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Marckess's solution](#)

5196.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Marckess's solution](#)

5197.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[Marckess's solution](#)

5198.

2107F2

[Cycling \(Hard Version\)](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Marckess's solution](#)

5199.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-19 · last AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Marckess's solution](#)

5200.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

5201.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Marckess's solution](#)

5202.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Marckess's solution](#)

5203.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[Marckess's solution](#)

5204.

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, games, math

[Marckess's solution](#)

5205.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[Marckess's solution](#)

5206.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Marckess's solution](#)

5207.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Marckess's solution](#)

5208.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Marckess's solution](#)

5209.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Marckess's solution](#)

5210.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

5211.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

5212.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

5213.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[Marckess's solution](#)

5214.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5215.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5216.

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

[Marckess's solution](#)

5217.

1913F

[Palindromic Problem](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Marckess's solution](#)

5218.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Marckess's solution](#)

5219.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Marckess's solution](#)

5220.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Marckess's solution](#)

5221.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Marckess's solution](#)

5222.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Marckess's solution](#)

5223.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Marckess's solution](#)

5224.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Marckess's solution](#)

5225.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[Marckess's solution](#)

5226.

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

[Marckess's solution](#)

5227.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Marckess's solution](#)

5228.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

5229.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Marckess's solution](#)

5230.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Marckess's solution](#)

5231.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Marckess's solution](#)

5232.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Marckess's solution](#)

5233.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Marckess's solution](#)

5234.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Marckess's solution](#)

5235.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Marckess's solution](#)

5236.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

5237.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[Marckess's solution](#)

5238.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Marckess's solution](#)

5239.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: flows

[Marckess's solution](#)

5240.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Marckess's solution](#)

5241.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

5242.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory

[Marckess's solution](#)

5243.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Marckess's solution](#)

5244.

1721F

[Matching Reduction](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Marckess's solution](#)

5245.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Marckess's solution](#)

5246.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Marckess's solution](#)

5247.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Marckess's solution](#)

5248.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[Marckess's solution](#)

5249.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Marckess's solution](#)

5250.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[Marckess's solution](#)

5251.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Marckess's solution](#)

5252.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Marckess's solution](#)

5253.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[Marckess's solution](#)

5254.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Marckess's solution](#)

5255.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

5256.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Marckess's solution](#)

5257.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Marckess's solution](#)

5258.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

5259.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

5260.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[Marckess's solution](#)

5261.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[Marckess's solution](#)

5262.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Marckess's solution](#)

5263.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Marckess's solution](#)

5264.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[Marckess's solution](#)

5265.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-08 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[Marckess's solution](#)

5266.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-30 · last AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Marckess's solution](#)

5267.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Marckess's solution](#)

5268.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-28 · last AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Marckess's solution](#)

5269.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Marckess's solution](#)

5270.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Marckess's solution](#)

5271.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[Marckess's solution](#)

5272.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[Marckess's solution](#)

5273.

850D

[Tournament Construction](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2800 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Marckess's solution](#)

5274.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[Marckess's solution](#)

5275.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Marckess's solution](#)

5276.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Marckess's solution](#)

5277.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Marckess's solution](#)

5278.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Marckess's solution](#)

5279.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Marckess's solution](#)

5280.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[Marckess's solution](#)

5281.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[Marckess's solution](#)

5282.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[Marckess's solution](#)

5283.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-05 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[Marckess's solution](#)

5284.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-13 · last AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[Marckess's solution](#)

5285.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-28 · last AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Marckess's solution](#)

5286.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Marckess's solution](#)

5287.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

5288.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Marckess's solution](#)

5289.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[Marckess's solution](#)

5290.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[Marckess's solution](#)

5291.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

5292.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[Marckess's solution](#)

5293.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Marckess's solution](#)

5294.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-12 · last AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Marckess's solution](#)

5295.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Marckess's solution](#)

5296.

672E

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Rating: 2800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Marckess's solution](#)

5297.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Marckess's solution](#)

5298.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, trees

[Marckess's solution](#)

5299.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[Marckess's solution](#)

5300.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Marckess's solution](#)

5301.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Marckess's solution](#)

5302.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Marckess's solution](#)

5303.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Marckess's solution](#)

5304.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Marckess's solution](#)

5305.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Marckess's solution](#)

5306.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[Marckess's solution](#)

5307.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Marckess's solution](#)

5308.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Marckess's solution](#)

5309.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Marckess's solution](#)

5310.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Marckess's solution](#)

5311.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Marckess's solution](#)

5312.

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

[Marckess's solution](#)

5313.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Marckess's solution](#)

5314.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

5315.

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2018-12-21 · last AC: 2025-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Marckess's solution](#)

5316.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-24 · last AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Marckess's solution](#)

5317.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Marckess's solution](#)

5318.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

5319.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Marckess's solution](#)

5320.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Marckess's solution](#)

5321.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Marckess's solution](#)

5322.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-11-03 · last AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Marckess's solution](#)

5323.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-22 · last AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Marckess's solution](#)

5324.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Marckess's solution](#)

5325.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Marckess's solution](#)

5326.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Marckess's solution](#)

5327.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Marckess's solution](#)

5328.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[Marckess's solution](#)

5329.

1928F

[Digital Patterns](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Marckess's solution](#)

5330.

1901F

[Landscaping](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 2900 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, two pointers

[Marckess's solution](#)

5331.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Marckess's solution](#)

5332.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Marckess's solution](#)

5333.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[Marckess's solution](#)

5334.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Marckess's solution](#)

5335.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[Marckess's solution](#)

5336.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Marckess's solution](#)

5337.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings
[Marckess's solution](#)

5338.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Marckess's solution](#)

5339.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs
[Marckess's solution](#)

5340.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Marckess's solution](#)

5341.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Marckess's solution](#)

5342.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
[Marckess's solution](#)

5343.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Marckess's solution](#)

5344.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices
[Marckess's solution](#)

5345.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[Marckess's solution](#)

5346.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[Marckess's solution](#)

5347.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Marckess's solution](#)

5348.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[Marckess's solution](#)

5349.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

[Marckess's solution](#)

5350.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Marckess's solution](#)

5351.

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Marckess's solution](#)

5352.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Marckess's solution](#)

5353.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[Marckess's solution](#)

5354.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

5355.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Marckess's solution](#)

5356.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2020-08-08 · last AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Marckess's solution](#)

5357.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Marckess's solution](#)

5358.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

5359.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[Marckess's solution](#)

5360.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[Marckess's solution](#)

5361.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-05-19 · last AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[Marckess's solution](#)

5362.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[Marckess's solution](#)

5363.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[Marckess's solution](#)

5364.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[Marckess's solution](#)

5365.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

5366.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Marckess's solution](#)

5367.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2020-02-07 · last AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows

[Marckess's solution](#)

5368.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[Marckess's solution](#)

5369.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Marckess's solution](#)

5370.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Marckess's solution](#)

5371.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[Marckess's solution](#)

5372.

603D

[Ruminations on Ruminants](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 2900 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Marckess's solution](#)

5373.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[Marckess's solution](#)

5374.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

5375.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[Marckess's solution](#)

5376.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[Marckess's solution](#)

5377.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Marckess's solution](#)

5378.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

5379.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

5380.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees

[Marckess's solution](#)

5381.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

5382.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Marckess's solution](#)

5383.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Marckess's solution](#)

5384.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Marckess's solution](#)

5385.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-09-01 · last AC: 2018-09-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[Marckess's solution](#)

5386.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Marckess's solution](#)

5387.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[Marckess's solution](#)

5388.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu

[Marckess's solution](#)

5389.

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[Marckess's solution](#)

5390.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Marckess's solution](#)

5391.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-15 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Marckess's solution](#)

5392.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3000 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Marckess's solution](#)

5393.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Marckess's solution](#)

5394.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, trees

[Marckess's solution](#)

5395.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Marckess's solution](#)

5396.

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

[Marckess's solution](#)

5397.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[Marckess's solution](#)

5398.

2086F

[Online Palindrome](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive

[Marckess's solution](#)

5399.

2109F

[Penguin Steps](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar,

flows, graphs, shortest paths

[Marckess's solution](#)

5400.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Marckess's solution](#)

5401.

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[Marckess's solution](#)

5402.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Marckess's solution](#)

5403.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[Marckess's solution](#)

5404.

1989F

[Simultaneous Coloring](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[Marckess's solution](#)

5405.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Marckess's solution](#)

5406.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5407.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Marckess's solution](#)

5408.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Marckess's solution](#)

5409.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Marckess's solution](#)

5410.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Marckess's solution](#)

5411.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Marckess's solution](#)

5412.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Marckess's solution](#)

5413.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Marckess's solution](#)

5414.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Marckess's solution](#)

5415.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Marckess's solution](#)

5416.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[Marckess's solution](#)

5417.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Marckess's solution](#)

5418.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Marckess's solution](#)

5419.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide

and conquer, dsu, trees

[Marckess's solution](#)

5420.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Marckess's solution](#)

5421.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Marckess's solution](#)

5422.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Marckess's solution](#)

5423.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Marckess's solution](#)

5424.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[Marckess's solution](#)

5425.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Marckess's solution](#)

5426.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Marckess's solution](#)

5427.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Marckess's solution](#)

5428.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[Marckess's solution](#)

5429.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[Marckess's solution](#)

5430.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[Marckess's solution](#)

5431.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

5432.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Marckess's solution](#)

5433.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Marckess's solution](#)

5434.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Marckess's solution](#)

5435.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Marckess's solution](#)

5436.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices

[Marckess's solution](#)

5437.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[Marckess's solution](#)

5438.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Marckess's solution](#)

5439.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-21 · last AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[Marckess's solution](#)

5440.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[Marckess's solution](#)

5441.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Marckess's solution](#)

5442.

698F

[Coprime Permutation](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2019-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[Marckess's solution](#)

5443.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[Marckess's solution](#)

5444.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Marckess's solution](#)

5445.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-28 · last AC: 2019-07-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[Marckess's solution](#)

5446.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[Marckess's solution](#)

5447.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[Marckess's solution](#)

5448.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[Marckess's solution](#)

5449.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Marckess's solution](#)

5450.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, hashing, trees

[Marckess's solution](#)

5451.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Marckess's solution](#)

5452.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[Marckess's solution](#)

5453.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Marckess's solution](#)

5454.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Marckess's solution](#)

5455.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Marckess's solution](#)

5456.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Marckess's solution](#)

5457.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Marckess's solution](#)

5458.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Marckess's solution](#)

5459.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Marckess's solution](#)

5460.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Marckess's solution](#)

5461.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Marckess's solution](#)

5462.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Marckess's solution](#)

5463.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Marckess's solution](#)

5464.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[Marckess's solution](#)

5465.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[Marckess's solution](#)

5466.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Marckess's solution](#)

5467.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-05-22 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Marckess's solution](#)

5468.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Marckess's solution](#)

5469.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy

[Marckess's solution](#)

5470.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[Marckess's solution](#)

5471.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[Marckess's solution](#)

5472.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[Marckess's solution](#)

5473.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[Marckess's solution](#)

5474.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Marckess's solution](#)

5475.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Marckess's solution](#)

5476.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Marckess's solution](#)

5477.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Marckess's solution](#)

5478.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2019-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Marckess's solution](#)

5479.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Marckess's solution](#)

5480.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Marckess's solution](#)

5481.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Marckess's solution](#)

5482.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

5483.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[Marckess's solution](#)

5484.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Marckess's solution](#)

5485.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Marckess's solution](#)

5486.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Marckess's solution](#)

5487.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Marckess's solution](#)

5488.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Marckess's solution](#)

5489.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Marckess's solution](#)

5490.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Marckess's solution](#)

5491.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Marckess's solution](#)

5492.

2004G

[Substring Compression](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Marckess's solution](#)

5493.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Marckess's solution](#)

5494.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[Marckess's solution](#)

5495.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[Marckess's solution](#)

5496.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Marckess's solution](#)

5497.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Marckess's solution](#)

5498.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Marckess's solution](#)

5499.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Marckess's solution](#)

5500.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Marckess's solution](#)

5501.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Marckess's solution](#)

5502.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Marckess's solution](#)

5503.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Marckess's solution](#)

5504.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-08 · last AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Marckess's solution](#)

5505.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-13 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Marckess's solution](#)

5506.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[Marckess's solution](#)

5507.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[Marckess's solution](#)

5508.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: games, graphs

[Marckess's solution](#)

5509.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-12-08 · last AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: games

[Marckess's solution](#)

5510.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Marckess's solution](#)

5511.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Marckess's solution](#)

5512.

2154F2

[Bombing \(Hard Version\)](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Marckess's solution](#)

5513.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[Marckess's solution](#)

5514.

2119F

[Volcanic Eruptions](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3300 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Marckess's solution](#)

5515.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[Marckess's solution](#)

5516.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Marckess's solution](#)

5517.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Marckess's solution](#)

5518.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Marckess's solution](#)

5519.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[Marckess's solution](#)

5520.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Marckess's solution](#)

5521.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Marckess's solution](#)

5522.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Marckess's solution](#)

5523.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-10-01 · last AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Marckess's solution](#)

5524.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Marckess's solution](#)

5525.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[Marckess's solution](#)

5526.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[Marckess's solution](#)

5527.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Marckess's solution](#)

5528.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Marckess's solution](#)

5529.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Marckess's solution](#)

5530.

1936E

[Yet Yet Another Permutation Problem](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[Marckess's solution](#)

5531.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Marckess's solution](#)

5532.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures
[Marckess's solution](#)

5533.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[Marckess's solution](#)

5534.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[Marckess's solution](#)

5535.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[Marckess's solution](#)

5536.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[Marckess's solution](#)

5537.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[Marckess's solution](#)

5538.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs
[Marckess's solution](#)

5539.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows
[Marckess's solution](#)

5540.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-02-25 · last AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[Marckess's solution](#)

5541.

2062G

[Permutation Factory](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs
[Marckess's solution](#)

5542.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[Marckess's solution](#)

5543.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings

[Marckess's solution](#)

5544.

2039G

[Shohag Loves Pebae](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Marckess's solution](#)

5545.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[Marckess's solution](#)

5546.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Marckess's solution](#)

5547.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: — · first AC: 2026-05-01 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Marckess's solution](#)

5548.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: — · first AC: 2026-05-01 · last AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[Marckess's solution](#)

5549.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Marckess's solution](#)

5550.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 943 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Marckess's solution](#)

5551.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,278 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[Marckess's solution](#)

5552.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,740 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Marckess's solution](#)

5553.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,018 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Marckess's solution](#)

5554.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Marckess's solution](#)

5555.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 14,937 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Marckess's solution](#)

5556.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 17,920 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Marckess's solution](#)

5557.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,301 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Marckess's solution](#)

5558.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Marckess's solution](#)

5559.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

5560.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Marckess's solution](#)

5561.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Marckess's solution](#)

5562.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

constructive algorithms, interactive

[Marckess's solution](#)

5563.

2222D

[Permutation Construction](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Marckess's solution](#)

5564.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Marckess's solution](#)

5565.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,259 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Marckess's solution](#)

5566.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,968 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Marckess's solution](#)

5567.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Marckess's solution](#)

5568.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,597 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Marckess's solution](#)

5569.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,306 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Marckess's solution](#)

5570.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Marckess's solution](#)

5571.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Marckess's solution](#)

5572.

105442E

[Pigpartite Giraffe](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5573.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-15 · last AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Marckess's solution](#)

5574.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Marckess's solution](#)

5575.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Marckess's solution](#)

5576.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Marckess's solution](#)

5577.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,979 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Marckess's solution](#)

5578.

106270I

[Two Strings Attached](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5579.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5580.

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · last AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5581.

106178G

[Gridoland Power Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5582.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5583.

106124F

[Follower Forensics](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5584.

106124E

[Egyptian Equality](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5585.

106124B

[Bohemian Bookshelf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5586.

106124D

[Dune Dash](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5587.

106124G

[Gotta Trade Some of 'Em](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5588.

106124C

[Crochet Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5589.

106124I

[Instagram](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5590.

106124K

[km/h](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5591.

106124A

[Arithmetic Adaptation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5592.

101487C

[Casting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5593.

101487J

[Justice for All](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5594.

101487F

[Fields and Farmers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5595.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5596.

101487D

[Defense Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5597.

101487I

[Insults](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5598.

101487G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5599.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5600.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5601.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5602.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5603.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5604.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5605.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5606.

105588F

[Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5607.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5608.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5609.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5610.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5611.

105588M

[Matrix Construction](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5612.

106059A

[Angle Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5613.

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5614.

105627K

[Monsters' Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5615.

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5616.

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5617.

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5618.

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5619.

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5620.

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5621.

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5622.

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5623.

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5624.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5625.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[Marckess's solution](#)

5626.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, number theory

[Marckess's solution](#)

5627.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[Marckess's solution](#)

5628.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures

[Marckess's solution](#)

5629.

105537L

[Longest Common Substring · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5630.

105537H

[Hanoi Towers Reloaded · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5631.

105537K

[Keyboard Chaos · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5632.

105537I

[If I Could Turn Back Time · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5633.

105537C

[Capybara Cozy Carnival · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5634.

105537J

[Just Half is Enough · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5635.

105537F

[False Alarm · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5636.

105537A

[Another Brick in the Wall · Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5637.

105505C

[Cindy's Christmas Challenge · Tutorial](#)

Rating: — · first AC: 2024-11-13 · last AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5638.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5639.

105505I

[Inversion Insight](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · last AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5640.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5641.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5642.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5643.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5644.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5645.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5646.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5647.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5648.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5649.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5650.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5651.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5652.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5653.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5654.

105444M

[Methodic Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5655.

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5656.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5657.

105444H

[Hiring and Firing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5658.

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5659.

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5660.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5661.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Marckess's solution](#)

5662.

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5663.

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5664.

105427E

[Electronic Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5665.

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5666.

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5667.

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5668.

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5669.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5670.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5671.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5672.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5673.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5674.

105164I

[Inspecting Merge Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5675.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5676.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5677.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5678.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5679.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5680.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5681.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5682.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5683.

104869B

[Turning Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5684.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5685.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5686.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5687.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5688.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5689.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5690.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5691.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5692.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5693.

1046330

[Which Planet is This?! · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5694.

104633C

[Domes · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5695.

104633E

[Landscape Generator · Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5696.

101221C

[Crane Balancing · Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5697.

101221K

[Surveillance · Tutorial](#)

Rating: — · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5698.

101221D

[Game Strategy · Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5699.

104686E

[Denormalization · Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5700.

104686B

[Combination Locks · Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5701.

104686K

[Skills in Pills · Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5702.

104686G

[Greedy Drawers · Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5703.

104686C

[Constellations · Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5704.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5705.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5706.

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5707.

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5708.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5709.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5710.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5711.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5712.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5713.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5714.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5715.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5716.

104891F

[Land Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5717.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-02 · last AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5718.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Marckess's solution](#)

5719.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[Marckess's solution](#)

5720.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5721.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5722.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5723.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5724.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5725.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5726.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5727.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5728.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5729.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5730.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5731.

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5732.

105053H

[Harmonic Operations](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5733.

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5734.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5735.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5736.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5737.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5738.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5739.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5740.

104491K

[Decoding The Message](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5741.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5742.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5743.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5744.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5745.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · last AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5746.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5747.

103069A

[Namomo Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5748.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5749.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5750.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5751.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · last AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5752.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5753.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5754.

101205F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5755.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5756.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5757.

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5758.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5759.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5760.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5761.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5762.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5763.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5764.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5765.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5766.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5767.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5768.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5769.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5770.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5771.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5772.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5773.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5774.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5775.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5776.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5777.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5778.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5779.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5780.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5781.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5782.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5783.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5784.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5785.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5786.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5787.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5788.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5789.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · last AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Marckess's solution](#)

5790.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5791.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5792.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5793.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5794.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5795.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5796.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5797.

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5798.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5799.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5800.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5801.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5802.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5803.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5804.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5805.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5806.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5807.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5808.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5809.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5810.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5811.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5812.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5813.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5814.

104925F

[When Anton Saw This Task He Reacted With 😩](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5815.

104925D

[Filesystem](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5816.

104925H

[Minimum Cost Flow²](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5817.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5818.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5819.

104008J

[Permutation Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5820.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5821.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5822.

104008C

[Array Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5823.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5824.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5825.

104925C

[Yet Another Balanced Coloring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5826.

104925G

[LCA Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5827.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5828.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5829.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5830.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5831.

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5832.

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5833.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5834.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5835.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5836.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5837.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5838.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5839.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5840.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5841.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5842.

103098D

[Display of Springs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5843.

103098G

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5844.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5845.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5846.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5847.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5848.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5849.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5850.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5851.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5852.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5853.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5854.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5855.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5856.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5857.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5858.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5859.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5860.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5861.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5862.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5863.

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5864.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5865.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5866.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5867.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5868.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5869.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5870.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5871.

102511B

[Beautiful Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5872.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5873.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5874.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5875.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5876.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5877.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5878.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5879.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5880.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5881.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5882.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5883.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5884.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5885.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5886.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5887.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5888.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5889.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5890.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5891.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5892.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5893.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5894.

104566D

[Pixel Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5895.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5896.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5897.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5898.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5899.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5900.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5901.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5902.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5903.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5904.

104505M

[Chavo's Barrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5905.

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5906.

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5907.

104505I

[Help the Aztecs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5908.

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5909.

104505F

[Goalkeeper of 7 games \(or less\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5910.

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5911.

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5912.

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5913.

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5914.

104505A

[Metaverse Real Estate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5915.

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5916.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5917.

104651F

[Flying Ship Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5918.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5919.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5920.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5921.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5922.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5923.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5924.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5925.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5926.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5927.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5928.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5929.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5930.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5931.

104013K

[Keys and Locks Boolean Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5932.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5933.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5934.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5935.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5936.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5937.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5938.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5939.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5940.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5941.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5942.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5943.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5944.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5945.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5946.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5947.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5948.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5949.

103119L

[Random Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5950.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5951.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5952.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5953.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5954.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5955.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5956.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5957.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5958.

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5959.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5960.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5961.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5962.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5963.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5964.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5965.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5966.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5967.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5968.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5969.

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5970.

104603M

[Multiple Downloads](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5971.

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5972.

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5973.

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5974.

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5975.

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5976.

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5977.

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5978.

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5979.

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5980.

104603J

[Jester in danger](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5981.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5982.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5983.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5984.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5985.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5986.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5987.

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5988.

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5989.

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5990.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5991.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5992.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5993.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5994.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5995.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · last AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

5996.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5997.

104172L

[Permutation Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

5998.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

5999.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6000.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6001.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6002.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6003.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6004.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6005.

104396K

[Similarity \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6006.

104396J

[Similarity \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6007.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6008.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6009.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6010.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6011.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6012.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6013.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6014.

104493M

[Ahmad's Dish](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6015.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6016.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6017.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6018.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6019.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6020.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6021.

101498L

[The Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6022.

101498M

[Restore Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6023.

104196D

[Downsizing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6024.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6025.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6026.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6027.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6028.

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6029.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6030.

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6031.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6032.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6033.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6034.

104412F

[Fibonacci Fever](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6035.

104345L

[Village Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6036.

104345G

[One Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6037.

104345M

[Window Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6038.

104345F

[Making Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6039.

104345H

[Permutation Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6040.

104345D

[Building Bombing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6041.

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6042.

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6043.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6044.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6045.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6046.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6047.

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6048.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6049.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6050.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6051.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6052.

103577G

[Matematical Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6053.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6054.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6055.

103940I

[Inversion Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · last AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6056.

103934M

[Egyptian municipal elections](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · last AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6057.

103934B

[Tuk-Tuk Express](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6058.

103934J

[Apep, the Lord of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6059.

103934K

[Railways](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6060.

103934E

[Fig trees of Hatshepsut](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6061.

103934F

[Indiana Jiang and the sphinx riddle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6062.

103934C

[Book of the Dead's spells](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6063.

103934I

[Offering to god Ra](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6064.

103934G

[Mmoohhaammeedd](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6065.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6066.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6067.

103743K

[aaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6068.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6069.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6070.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · last AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6071.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6072.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6073.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6074.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6075.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6076.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6077.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6078.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6079.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6080.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6081.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6082.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6083.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Marckess's solution](#)

6084.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6085.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6086.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6087.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6088.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6089.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6090.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6091.

undefined314

[Shortest Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6092.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6093.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6094.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6095.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6096.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6097.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6098.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6099.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6100.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6101.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6102.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6103.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6104.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6105.

101492C

[Coprimers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6106.

102890M

[Mathematics society problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6107.

102890K

[K contestants](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6108.

102890B

[Beautiful Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6109.

102861D

[Divisibility Dance](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6110.

102861N

[Number Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6111.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6112.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6113.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6114.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6115.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6116.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6117.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6118.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6119.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6120.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6121.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6122.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6123.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6124.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6125.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6126.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6127.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6128.

102787D

[The Grim Treaper](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6129.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6130.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6131.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6132.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6133.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6134.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6135.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6136.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6137.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6138.

102318J

[Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6139.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6140.

102365D

[Astrodirections](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6141.

102365G

[Infinity Plus One](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6142.

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6143.

102365C

[Unjob Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6144.

102365B

[Balanced Fighters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6145.

102365E

[Exciting Acts](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6146.

102365A

[Abnormal Words](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Marckess's solution](#)

6147.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Marckess's solution](#)

6148.

102299D

[Buildings and rockets](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6149.

102299C

[Crystal Matryoshkas](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6150.

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6151.

102299G

[Hunting Ieshys](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6152.

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6153.

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6154.

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6155.

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6156.

101915L

[Eyb0ss](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6157.

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6158.

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6159.

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6160.

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6161.

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6162.

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6163.

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6164.

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6165.

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6166.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6167.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6168.

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6169.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6170.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6171.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6172.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6173.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6174.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6175.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6176.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6177.

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6178.

101853B

[New Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6179.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6180.

101853C

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6181.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6182.

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6183.

101853J

[Smallest Difference](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6184.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6185.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6186.

101875K

[Little Teo's Playtime](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6187.

101875E

[Loppinha, the boy who likes sopinha](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6188.

101875I

[I Will Go](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6189.

101875A

[Nicoleta and the circle of kids](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6190.

101875C

[Two Cats](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6191.

101875G

[Traffic Management](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6192.

101875B

[Ugly Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6193.

101875F

[Number Preference](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6194.

101875D

[Checkerboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6195.

101875L

[PC is for kicking](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6196.

101532E

[Game of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6197.

101532F

[Strings and Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6198.

101532D

[Counting Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6199.

101532C

[Large Summation](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6200.

101532K

[Palindromes Building](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6201.

101532J

[The Hell Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6202.

101532H

[Corrupted Images](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6203.

101532I

[The Crazy Jumper](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6204.

101532A

[Subarrays Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6205.

101532B

[Array Reconstructing](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6206.

101532G

[Magical Indices](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6207.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6208.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Marckess's solution](#)

6209.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Marckess's solution](#)

6210.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

6211.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Marckess's solution](#)

6212.

101498H

[Palindrome Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6213.

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6214.

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6215.

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6216.

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[Marckess's solution](#)

6217.

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: —

[Marckess's solution](#)

6218.

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-17 · GNU C++ (first AC) · Tags: —

[Marckess's solution](#)

6219.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6220.

100712I

[Bahosain and Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6221.

100712D

[Alternating Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)

6222.

100712B

[Rock-Paper-Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Marckess's solution](#)