

## **Unique solved — MaribelHearn**

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Count: 904

**1.**

2209A

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Quality: 21,481 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**2.**

2155A

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Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**3.**

2137A

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Quality: 35,309 global accepts · Rating: 800 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**4.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,197 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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**5.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**6.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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**7.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**8.**

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

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**9.**

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**10.**

2063A

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**11.**

2043A

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**12.**

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,695 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**13.**

2037B

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**14.**

2029A

[Set](#) · [Tutorial](#)

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**15.**

2032A

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Quality: 24,698 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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**16.**

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

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**17.**

2025A

[Two Screens](#) · [Tutorial](#)

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**18.**

2004A

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Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**19.**

1997A

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

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**20.**

1992B

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

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**21.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,230 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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**22.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math

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**23.**

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

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**24.**

1929A

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**25.**

1928A

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

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**26.**

1927A

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Quality: 51,435 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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**27.**

1922A

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**28.**

1921B

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**29.**

1921A

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**30.**

1920A

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**31.**

1792A

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**32.**

1919B

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**33.**

1919A

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**34.**

1832A

[New Palindrome](#) · [Tutorial](#)

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**35.**

1845A

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**36.**

1916A

[2023](#) · [Tutorial](#)

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**37.**

1656A

[Good Pairs](#) · [Tutorial](#)

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**38.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
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**39.**

1909A

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**40.**

1704A

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**41.**

1740B

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**42.**

1740A

[Factorise N+M](#) · [Tutorial](#)

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**43.**

1905A

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

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

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**44.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

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**45.**

1912L

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**46.**

1750B

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**47.**

1750A

[Indirect Sort](#) · [Tutorial](#)

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**48.**

1782A

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

Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

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**49.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

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**50.**

1900A

[Cover in Water](#) · [Tutorial](#)

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**51.**

1901A

[Line Trip](#) · [Tutorial](#)

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**52.**

1882A

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

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**53.**

1891A

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

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**54.**

1779A

[Hall of Fame](#) · [Tutorial](#)

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**55.**

1794A

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**56.**

1699A

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

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**57.**

1842A

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

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**58.**

1774A

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

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**59.**

1767B

[Block Towers](#) · [Tutorial](#)

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**60.**

1767A

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**61.**

1762A

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**62.**

1748A

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**63.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**64.**

1734B

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

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**65.**

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  
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**66.**

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  
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**67.**

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  
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**68.**

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  
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**69.**

1717A

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**70.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings  
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**71.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[MaribelHearn's solution](#)

**72.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
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**73.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, sortings, two pointers

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**74.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: math

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**75.**

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

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**76.**

1644A

[Doors and Keys](#) · [Tutorial](#)

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**77.**

1635B

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

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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**78.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,897 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

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**79.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

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**80.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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**81.**

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

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**82.**

1626A

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**83.**

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

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**84.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**85.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
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**86.**

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  
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**87.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**88.**

1586A

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Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
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**89.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
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**90.**

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[MaribelHearn's solution](#)

**91.**

1567A

[Domino Disaster](#) · [Tutorial](#)

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**92.**

1556A

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

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**93.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
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**94.**

1549B

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

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation  
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**95.**

1549A

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

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**96.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**97.**

1553A

[Digits Sum](#) · [Tutorial](#)

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**98.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math

[MaribelHearn's solution](#)

**99.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[MaribelHearn's solution](#)

**100.**

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[MaribelHearn's solution](#)

**101.**

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[MaribelHearn's solution](#)

**102.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MaribelHearn's solution](#)

**103.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[MaribelHearn's solution](#)

**104.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: math

[MaribelHearn's solution](#)

**105.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[MaribelHearn's solution](#)

**106.**

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[MaribelHearn's solution](#)

**107.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[MaribelHearn's solution](#)

**108.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MaribelHearn's solution](#)

**109.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MaribelHearn's solution](#)

**110.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,460 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[MaribelHearn's solution](#)

**111.**

2028A

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

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

[MaribelHearn's solution](#)

**112.**

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[MaribelHearn's solution](#)

**113.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[MaribelHearn's solution](#)

**114.**

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

[MaribelHearn's solution](#)

**115.**

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

[MaribelHearn's solution](#)

**116.**

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

[MaribelHearn's solution](#)

**117.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[MaribelHearn's solution](#)

**118.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MaribelHearn's solution](#)

**119.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[MaribelHearn's solution](#)

**120.**

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[MaribelHearn's solution](#)

**121.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MaribelHearn's solution](#)

**122.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,858 global accepts · Rating: 900 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[MaribelHearn's solution](#)

**123.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[MaribelHearn's solution](#)

**124.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MaribelHearn's solution](#)

**125.**

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

[MaribelHearn's solution](#)

**126.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[MaribelHearn's solution](#)

**127.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[MaribelHearn's solution](#)

**128.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,472 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[MaribelHearn's solution](#)

**129.**

1582B

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

Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[MaribelHearn's solution](#)

**130.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[MaribelHearn's solution](#)

**131.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[MaribelHearn's solution](#)

**132.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[MaribelHearn's solution](#)

**133.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
[MaribelHearn's solution](#)

**134.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math  
[MaribelHearn's solution](#)

**135.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[MaribelHearn's solution](#)

**136.**

2037C

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

Quality: 25,528 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[MaribelHearn's solution](#)

**137.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[MaribelHearn's solution](#)

**138.**

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,263 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[MaribelHearn's solution](#)

**139.**

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

[MaribelHearn's solution](#)

**140.**

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

[MaribelHearn's solution](#)

**141.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[MaribelHearn's solution](#)

**142.**

1782B

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

Rating: 1000 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[MaribelHearn's solution](#)

**143.**

1785A

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

Rating: 1000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MaribelHearn's solution](#)

**144.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MaribelHearn's solution](#)

**145.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[MaribelHearn's solution](#)

**146.**

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

[MaribelHearn's solution](#)

**147.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[MaribelHearn's solution](#)

**148.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, math

[MaribelHearn's solution](#)

**149.**

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[MaribelHearn's solution](#)

**150.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-01-19 · last AC: 2019-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[MaribelHearn's solution](#)

**151.**

2155B

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

Quality: 16,987 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[MaribelHearn's solution](#)

**152.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,908 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[MaribelHearn's solution](#)

**153.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[MaribelHearn's solution](#)

**154.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[MaribelHearn's solution](#)

**155.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[MaribelHearn's solution](#)

**156.**

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[MaribelHearn's solution](#)

**157.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[MaribelHearn's solution](#)

**158.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games,

strings

[MaribelHearn's solution](#)

**159.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MaribelHearn's solution](#)

**160.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[MaribelHearn's solution](#)

**161.**

2025B

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

Quality: 19,614 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**162.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[MaribelHearn's solution](#)

**163.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,431 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MaribelHearn's solution](#)

**164.**

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

[MaribelHearn's solution](#)

**165.**

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

[MaribelHearn's solution](#)

**166.**

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

[MaribelHearn's solution](#)

**167.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,485 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[MaribelHearn's solution](#)

**168.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[MaribelHearn's solution](#)

**169.**

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[MaribelHearn's solution](#)

**170.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

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

[MaribelHearn's solution](#)

**171.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MaribelHearn's solution](#)

**172.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,010 global accepts · Rating: 1100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[MaribelHearn's solution](#)

**173.**

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[MaribelHearn's solution](#)

**174.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[MaribelHearn's solution](#)

**175.**

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

[MaribelHearn's solution](#)

**176.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[MaribelHearn's solution](#)

**177.**

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

[MaribelHearn's solution](#)

**178.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[MaribelHearn's solution](#)

**179.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[MaribelHearn's solution](#)

**180.**

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

[MaribelHearn's solution](#)

**181.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MaribelHearn's solution](#)

**182.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[MaribelHearn's solution](#)

**183.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: math

[MaribelHearn's solution](#)

**184.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2019-01-22 · last AC: 2019-01-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[MaribelHearn's solution](#)

**185.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MaribelHearn's solution](#)

**186.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[MaribelHearn's solution](#)

**187.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[MaribelHearn's solution](#)

**188.**

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

[MaribelHearn's solution](#)

**189.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,751 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[MaribelHearn's solution](#)

**190.**

1922B

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

Quality: 23,375 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[MaribelHearn's solution](#)

**191.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MaribelHearn's solution](#)

**192.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,389 global accepts · Rating: 1200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[MaribelHearn's solution](#)

**193.**

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

[MaribelHearn's solution](#)

**194.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[MaribelHearn's solution](#)

**195.**

1909B

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

Quality: 30,952 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[MaribelHearn's solution](#)

**196.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[MaribelHearn's solution](#)

**197.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,626 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MaribelHearn's solution](#)

**198.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[MaribelHearn's solution](#)

**199.**

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[MaribelHearn's solution](#)

**200.**

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

[MaribelHearn's solution](#)

**201.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,643 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[MaribelHearn's solution](#)

**202.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[MaribelHearn's solution](#)

**203.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[MaribelHearn's solution](#)

**204.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[MaribelHearn's solution](#)

**205.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[MaribelHearn's solution](#)

**206.**

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: implementation

[MaribelHearn's solution](#)

**207.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[MaribelHearn's solution](#)

**208.**

2108B

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

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

[MaribelHearn's solution](#)

**209.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[MaribelHearn's solution](#)

**210.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MaribelHearn's solution](#)

**211.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[MaribelHearn's solution](#)

**212.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,584 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[MaribelHearn's solution](#)

**213.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[MaribelHearn's solution](#)

**214.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,497 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[MaribelHearn's solution](#)

**215.**

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

[MaribelHearn's solution](#)

**216.**

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

[MaribelHearn's solution](#)

**217.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[MaribelHearn's solution](#)

**218.**

1900C

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

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[MaribelHearn's solution](#)

**219.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[MaribelHearn's solution](#)

**220.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[MaribelHearn's solution](#)

**221.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[MaribelHearn's solution](#)

**222.**

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[MaribelHearn's solution](#)

**223.**

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[MaribelHearn's solution](#)

**224.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[MaribelHearn's solution](#)

**225.**

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

[MaribelHearn's solution](#)

**226.**

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

[MaribelHearn's solution](#)

**227.**

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[MaribelHearn's solution](#)

**228.**

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[MaribelHearn's solution](#)

**229.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[MaribelHearn's solution](#)

**230.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[MaribelHearn's solution](#)

**231.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,803 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[MaribelHearn's solution](#)

**232.**

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

[MaribelHearn's solution](#)

**233.**

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

[MaribelHearn's solution](#)

**234.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[MaribelHearn's solution](#)

**235.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[MaribelHearn's solution](#)

**236.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[MaribelHearn's solution](#)

**237.**

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: greedy, number theory

[MaribelHearn's solution](#)

**238.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[MaribelHearn's solution](#)

**239.**

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[MaribelHearn's solution](#)

**240.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[MaribelHearn's solution](#)

**241.**

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[MaribelHearn's solution](#)

**242.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[MaribelHearn's solution](#)

**243.**

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MaribelHearn's solution](#)

**244.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[MaribelHearn's solution](#)

**245.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[MaribelHearn's solution](#)

**246.**

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

[MaribelHearn's solution](#)

**247.**

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

[MaribelHearn's solution](#)

**248.**

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

[MaribelHearn's solution](#)

**249.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[MaribelHearn's solution](#)

**250.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MaribelHearn's solution](#)

**251.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[MaribelHearn's solution](#)

**252.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[MaribelHearn's solution](#)

**253.**

1905C

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

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

[MaribelHearn's solution](#)

**254.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[MaribelHearn's solution](#)

**255.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[MaribelHearn's solution](#)

**256.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MaribelHearn's solution](#)

**257.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[MaribelHearn's solution](#)

**258.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[MaribelHearn's solution](#)

**259.**

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[MaribelHearn's solution](#)

**260.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[MaribelHearn's solution](#)

**261.**

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

[MaribelHearn's solution](#)

**262.**

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[MaribelHearn's solution](#)

**263.**

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[MaribelHearn's solution](#)

**264.**

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

[MaribelHearn's solution](#)

**265.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[MaribelHearn's solution](#)

**266.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[MaribelHearn's solution](#)

**267.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[MaribelHearn's solution](#)

**268.**

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[MaribelHearn's solution](#)

**269.**

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

[MaribelHearn's solution](#)

**270.**

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

[MaribelHearn's solution](#)

**271.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[MaribelHearn's solution](#)

**272.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,730 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[MaribelHearn's solution](#)

**273.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[MaribelHearn's solution](#)

**274.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[MaribelHearn's solution](#)

**275.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[MaribelHearn's solution](#)

**276.**

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

[MaribelHearn's solution](#)

**277.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,627 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[MaribelHearn's solution](#)

**278.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[MaribelHearn's solution](#)

**279.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MaribelHearn's solution](#)

**280.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[MaribelHearn's solution](#)

**281.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[MaribelHearn's solution](#)

**282.**

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

[MaribelHearn's solution](#)

**283.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[MaribelHearn's solution](#)

**284.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[MaribelHearn's solution](#)

**285.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[MaribelHearn's solution](#)

**286.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-02-22 · last AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[MaribelHearn's solution](#)

**287.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[MaribelHearn's solution](#)

**288.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[MaribelHearn's solution](#)

**289.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,352 global accepts · Rating: 1500 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[MaribelHearn's solution](#)

**290.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy  
[MaribelHearn's solution](#)

**291.**

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[MaribelHearn's solution](#)

**292.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math  
[MaribelHearn's solution](#)

**293.**

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[MaribelHearn's solution](#)

**294.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,512 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math  
[MaribelHearn's solution](#)

**295.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees  
[MaribelHearn's solution](#)

**296.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[MaribelHearn's solution](#)

**297.**

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[MaribelHearn's solution](#)

**298.**

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy  
[MaribelHearn's solution](#)

**299.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths  
[MaribelHearn's solution](#)

**300.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[MaribelHearn's solution](#)

**301.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[MaribelHearn's solution](#)

**302.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[MaribelHearn's solution](#)

**303.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,196 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[MaribelHearn's solution](#)

**304.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[MaribelHearn's solution](#)

**305.**

2028C

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

Quality: 9,978 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[MaribelHearn's solution](#)

**306.**

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[MaribelHearn's solution](#)

**307.**

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[MaribelHearn's solution](#)

**308.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,198 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[MaribelHearn's solution](#)

**309.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[MaribelHearn's solution](#)

**310.**

1928C

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

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

**311.**

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  
[MaribelHearn's solution](#)

**312.**

1920C

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

Quality: 19,916 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[MaribelHearn's solution](#)

**313.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,326 global accepts · Rating: 1600 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp  
[MaribelHearn's solution](#)

**314.**

1782C

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

Rating: 1600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[MaribelHearn's solution](#)

**315.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[MaribelHearn's solution](#)

**316.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[MaribelHearn's solution](#)

**317.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[MaribelHearn's solution](#)

**318.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[MaribelHearn's solution](#)

**319.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[MaribelHearn's solution](#)

**320.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[MaribelHearn's solution](#)

**321.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[MaribelHearn's solution](#)

**322.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[MaribelHearn's solution](#)

**323.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[MaribelHearn's solution](#)

**324.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[MaribelHearn's solution](#)

**325.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[MaribelHearn's solution](#)

**326.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory

[MaribelHearn's solution](#)

**327.**

1526C2

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

Quality: 29,725 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[MaribelHearn's solution](#)

**328.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,630 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[MaribelHearn's solution](#)

**329.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[MaribelHearn's solution](#)

**330.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[MaribelHearn's solution](#)

**331.**

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: —

[MaribelHearn's solution](#)

**332.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,752 global accepts · Rating: 1600 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[MaribelHearn's solution](#)

**333.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: implementation, strings

[MaribelHearn's solution](#)

**334.**

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[MaribelHearn's solution](#)

**335.**

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[MaribelHearn's solution](#)

**336.**

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[MaribelHearn's solution](#)

**337.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[MaribelHearn's solution](#)

**338.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[MaribelHearn's solution](#)

**339.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[MaribelHearn's solution](#)

**340.**

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

[MaribelHearn's solution](#)

**341.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[MaribelHearn's solution](#)

**342.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[MaribelHearn's solution](#)

**343.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[MaribelHearn's solution](#)

**344.**

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[MaribelHearn's solution](#)

**345.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[MaribelHearn's solution](#)

**346.**

1901D

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

Quality: 8,592 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[MaribelHearn's solution](#)

**347.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[MaribelHearn's solution](#)

**348.**

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[MaribelHearn's solution](#)

**349.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MaribelHearn's solution](#)

**350.**

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[MaribelHearn's solution](#)

**351.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[MaribelHearn's solution](#)

**352.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[MaribelHearn's solution](#)

**353.**

1381A2

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

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[MaribelHearn's solution](#)

**354.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[MaribelHearn's solution](#)

**355.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[MaribelHearn's solution](#)

**356.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[MaribelHearn's solution](#)

**357.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[MaribelHearn's solution](#)

**358.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[MaribelHearn's solution](#)

**359.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[MaribelHearn's solution](#)

**360.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[MaribelHearn's solution](#)

**361.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[MaribelHearn's solution](#)

**362.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[MaribelHearn's solution](#)

**363.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[MaribelHearn's solution](#)

**364.**

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy

[MaribelHearn's solution](#)

**365.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search, greedy

[MaribelHearn's solution](#)

**366.**

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MaribelHearn's solution](#)

**367.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MaribelHearn's solution](#)

**368.**

2043D

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

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[MaribelHearn's solution](#)

**369.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[MaribelHearn's solution](#)

**370.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[MaribelHearn's solution](#)

**371.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs

[MaribelHearn's solution](#)

**372.**

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[MaribelHearn's solution](#)

**373.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[MaribelHearn's solution](#)

**374.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[MaribelHearn's solution](#)

**375.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[MaribelHearn's solution](#)

**376.**

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

[MaribelHearn's solution](#)

**377.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[MaribelHearn's solution](#)

**378.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[MaribelHearn's solution](#)

**379.**

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[MaribelHearn's solution](#)

**380.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[MaribelHearn's solution](#)

**381.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[MaribelHearn's solution](#)

**382.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[MaribelHearn's solution](#)

**383.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[MaribelHearn's solution](#)

**384.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory  
[MaribelHearn's solution](#)

**385.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers  
[MaribelHearn's solution](#)

**386.**

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  
[MaribelHearn's solution](#)

**387.**

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  
[MaribelHearn's solution](#)

**388.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[MaribelHearn's solution](#)

**389.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings  
[MaribelHearn's solution](#)

**390.**

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

[MaribelHearn's solution](#)

**391.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[MaribelHearn's solution](#)

**392.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[MaribelHearn's solution](#)

**393.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[MaribelHearn's solution](#)

**394.**

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

[MaribelHearn's solution](#)

**395.**

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

[MaribelHearn's solution](#)

**396.**

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[MaribelHearn's solution](#)

**397.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[MaribelHearn's solution](#)

**398.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[MaribelHearn's solution](#)

**399.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[MaribelHearn's solution](#)

**400.**

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[MaribelHearn's solution](#)

**401.**

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[MaribelHearn's solution](#)

**402.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[MaribelHearn's solution](#)

**403.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[MaribelHearn's solution](#)

**404.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[MaribelHearn's solution](#)

**405.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[MaribelHearn's solution](#)

**406.**

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[MaribelHearn's solution](#)

**407.**

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 1900 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, hashing, implementation

[MaribelHearn's solution](#)

**408.**

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

[MaribelHearn's solution](#)

**409.**

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[MaribelHearn's solution](#)

**410.**

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

[MaribelHearn's solution](#)

**411.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[MaribelHearn's solution](#)

**412.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[MaribelHearn's solution](#)

**413.**

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

[MaribelHearn's solution](#)

**414.**

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

[MaribelHearn's solution](#)

**415.**

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

[MaribelHearn's solution](#)

**416.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[MaribelHearn's solution](#)

**417.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MaribelHearn's solution](#)

**418.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[MaribelHearn's solution](#)

**419.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[MaribelHearn's solution](#)

**420.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[MaribelHearn's solution](#)

**421.**

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

[MaribelHearn's solution](#)

**422.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2023-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[MaribelHearn's solution](#)

**423.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[MaribelHearn's solution](#)

**424.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[MaribelHearn's solution](#)

**425.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[MaribelHearn's solution](#)

**426.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[MaribelHearn's solution](#)

**427.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[MaribelHearn's solution](#)

**428.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[MaribelHearn's solution](#)

**429.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[MaribelHearn's solution](#)

**430.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[MaribelHearn's solution](#)

**431.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[MaribelHearn's solution](#)

**432.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[MaribelHearn's solution](#)

**433.**

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[MaribelHearn's solution](#)

**434.**

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

[MaribelHearn's solution](#)

**435.**

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

[MaribelHearn's solution](#)

**436.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[MaribelHearn's solution](#)

**437.**

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[MaribelHearn's solution](#)

**438.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[MaribelHearn's solution](#)

**439.**

1649E

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

Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[MaribelHearn's solution](#)

**440.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[MaribelHearn's solution](#)

**441.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[MaribelHearn's solution](#)

**442.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[MaribelHearn's solution](#)

**443.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[MaribelHearn's solution](#)

**444.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp

[MaribelHearn's solution](#)

**445.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[MaribelHearn's solution](#)

**446.**

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[MaribelHearn's solution](#)

**447.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[MaribelHearn's solution](#)

**448.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[MaribelHearn's solution](#)

**449.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[MaribelHearn's solution](#)

**450.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[MaribelHearn's solution](#)

**451.**

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

[MaribelHearn's solution](#)

**452.**

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

[MaribelHearn's solution](#)

**453.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[MaribelHearn's solution](#)

**454.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[MaribelHearn's solution](#)

**455.**

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[MaribelHearn's solution](#)

**456.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[MaribelHearn's solution](#)

**457.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[MaribelHearn's solution](#)

**458.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[MaribelHearn's solution](#)

**459.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp,

greedy, sortings

[MaribelHearn's solution](#)

**460.**

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

[MaribelHearn's solution](#)

**461.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[MaribelHearn's solution](#)

**462.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[MaribelHearn's solution](#)

**463.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[MaribelHearn's solution](#)

**464.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[MaribelHearn's solution](#)

**465.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[MaribelHearn's solution](#)

**466.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[MaribelHearn's solution](#)

**467.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[MaribelHearn's solution](#)

**468.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,215 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[MaribelHearn's solution](#)

**469.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[MaribelHearn's solution](#)

**470.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MaribelHearn's solution](#)

**471.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[MaribelHearn's solution](#)

**472.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[MaribelHearn's solution](#)

**473.**

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[MaribelHearn's solution](#)

**474.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[MaribelHearn's solution](#)

**475.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[MaribelHearn's solution](#)

**476.**

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

[MaribelHearn's solution](#)

**477.**

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

[MaribelHearn's solution](#)

**478.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[MaribelHearn's solution](#)

**479.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[MaribelHearn's solution](#)

**480.**

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

[MaribelHearn's solution](#)

**481.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive

[MaribelHearn's solution](#)

**482.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[MaribelHearn's solution](#)

**483.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[MaribelHearn's solution](#)

**484.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[MaribelHearn's solution](#)

**485.**

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[MaribelHearn's solution](#)

**486.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[MaribelHearn's solution](#)

**487.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[MaribelHearn's solution](#)

**488.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[MaribelHearn's solution](#)

**489.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[MaribelHearn's solution](#)

**490.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[MaribelHearn's solution](#)

**491.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[MaribelHearn's solution](#)

**492.**

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

[MaribelHearn's solution](#)

**493.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[MaribelHearn's solution](#)

**494.**

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[MaribelHearn's solution](#)

**495.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[MaribelHearn's solution](#)

**496.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[MaribelHearn's solution](#)

**497.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[MaribelHearn's solution](#)

**498.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data

structures, dfs and similar, dp, implementation, math

[MaribelHearn's solution](#)

**499.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**500.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[MaribelHearn's solution](#)

**501.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[MaribelHearn's solution](#)

**502.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[MaribelHearn's solution](#)

**503.**

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[MaribelHearn's solution](#)

**504.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[MaribelHearn's solution](#)

**505.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**506.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[MaribelHearn's solution](#)

**507.**

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

[MaribelHearn's solution](#)

**508.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp,

dsu, implementation

[MaribelHearn's solution](#)

**509.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MaribelHearn's solution](#)

**510.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[MaribelHearn's solution](#)

**511.**

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

[MaribelHearn's solution](#)

**512.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[MaribelHearn's solution](#)

**513.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[MaribelHearn's solution](#)

**514.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[MaribelHearn's solution](#)

**515.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[MaribelHearn's solution](#)

**516.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[MaribelHearn's solution](#)

**517.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[MaribelHearn's solution](#)

**518.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, math

[MaribelHearn's solution](#)

**519.**

1785C

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

Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[MaribelHearn's solution](#)

**520.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[MaribelHearn's solution](#)

**521.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search

[MaribelHearn's solution](#)

**522.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[MaribelHearn's solution](#)

**523.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[MaribelHearn's solution](#)

**524.**

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

[MaribelHearn's solution](#)

**525.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[MaribelHearn's solution](#)

**526.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[MaribelHearn's solution](#)

**527.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[MaribelHearn's solution](#)

**528.**

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[MaribelHearn's solution](#)

**529.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[MaribelHearn's solution](#)

**530.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[MaribelHearn's solution](#)

**531.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[MaribelHearn's solution](#)

**532.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[MaribelHearn's solution](#)

**533.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[MaribelHearn's solution](#)

**534.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[MaribelHearn's solution](#)

**535.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[MaribelHearn's solution](#)

**536.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[MaribelHearn's solution](#)

**537.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[MaribelHearn's solution](#)

**538.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · last AC: 2021-07-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[MaribelHearn's solution](#)

**539.**

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

[MaribelHearn's solution](#)

**540.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[MaribelHearn's solution](#)

**541.**

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[MaribelHearn's solution](#)

**542.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[MaribelHearn's solution](#)

**543.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[MaribelHearn's solution](#)

**544.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[MaribelHearn's solution](#)

**545.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[MaribelHearn's solution](#)

**546.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[MaribelHearn's solution](#)

**547.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[MaribelHearn's solution](#)

**548.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[MaribelHearn's solution](#)

**549.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[MaribelHearn's solution](#)

**550.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[MaribelHearn's solution](#)

**551.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**552.**

1782E

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

Rating: 2300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[MaribelHearn's solution](#)

**553.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[MaribelHearn's solution](#)

**554.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[MaribelHearn's solution](#)

**555.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[MaribelHearn's solution](#)

**556.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[MaribelHearn's solution](#)

**557.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-02-22 · Clang++17 Diagnostics (first AC) · Tags: combinatorics, math, number theory

[MaribelHearn's solution](#)

**558.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[MaribelHearn's solution](#)

**559.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[MaribelHearn's solution](#)

**560.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[MaribelHearn's solution](#)

**561.**

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

[MaribelHearn's solution](#)

**562.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[MaribelHearn's solution](#)

**563.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[MaribelHearn's solution](#)

**564.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[MaribelHearn's solution](#)

**565.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[MaribelHearn's solution](#)

**566.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[MaribelHearn's solution](#)

**567.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[MaribelHearn's solution](#)

**568.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[MaribelHearn's solution](#)

**569.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-27 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[MaribelHearn's solution](#)

**570.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[MaribelHearn's solution](#)

**571.**

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[MaribelHearn's solution](#)

**572.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[MaribelHearn's solution](#)

**573.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: graphs, implementation

[MaribelHearn's solution](#)

**574.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[MaribelHearn's solution](#)

**575.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[MaribelHearn's solution](#)

**576.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[MaribelHearn's solution](#)

**577.**

1973D

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

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[MaribelHearn's solution](#)

**578.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[MaribelHearn's solution](#)

**579.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[MaribelHearn's solution](#)

**580.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[MaribelHearn's solution](#)

**581.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[MaribelHearn's solution](#)

**582.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[MaribelHearn's solution](#)

**583.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[MaribelHearn's solution](#)

**584.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[MaribelHearn's solution](#)

**585.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[MaribelHearn's solution](#)

**586.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[MaribelHearn's solution](#)

**587.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[MaribelHearn's solution](#)

**588.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[MaribelHearn's solution](#)

**589.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[MaribelHearn's solution](#)

**590.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[MaribelHearn's solution](#)

**591.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[MaribelHearn's solution](#)

**592.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[MaribelHearn's solution](#)

**593.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[MaribelHearn's solution](#)

**594.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[MaribelHearn's solution](#)

**595.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[MaribelHearn's solution](#)

**596.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[MaribelHearn's solution](#)

**597.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[MaribelHearn's solution](#)

**598.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**599.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MaribelHearn's solution](#)

**600.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[MaribelHearn's solution](#)

**601.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[MaribelHearn's solution](#)

**602.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[MaribelHearn's solution](#)

**603.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[MaribelHearn's solution](#)

**604.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[MaribelHearn's solution](#)

**605.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[MaribelHearn's solution](#)

**606.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[MaribelHearn's solution](#)

**607.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[MaribelHearn's solution](#)

**608.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[MaribelHearn's solution](#)

**609.**

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[MaribelHearn's solution](#)

**610.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[MaribelHearn's solution](#)

**611.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[MaribelHearn's solution](#)

**612.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MaribelHearn's solution](#)

**613.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**614.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[MaribelHearn's solution](#)

**615.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[MaribelHearn's solution](#)

**616.**

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[MaribelHearn's solution](#)

**617.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**618.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[MaribelHearn's solution](#)

**619.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[MaribelHearn's solution](#)

**620.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[MaribelHearn's solution](#)

**621.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[MaribelHearn's solution](#)

**622.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[MaribelHearn's solution](#)

**623.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[MaribelHearn's solution](#)

**624.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[MaribelHearn's solution](#)

**625.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[MaribelHearn's solution](#)

**626.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MaribelHearn's solution](#)

**627.**

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

[MaribelHearn's solution](#)

**628.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[MaribelHearn's solution](#)

**629.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[MaribelHearn's solution](#)

**630.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[MaribelHearn's solution](#)

**631.**

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[MaribelHearn's solution](#)

**632.**

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[MaribelHearn's solution](#)

**633.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[MaribelHearn's solution](#)

**634.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[MaribelHearn's solution](#)

**635.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[MaribelHearn's solution](#)

**636.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[MaribelHearn's solution](#)

**637.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**638.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[MaribelHearn's solution](#)

**639.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MaribelHearn's solution](#)

**640.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[MaribelHearn's solution](#)

**641.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MaribelHearn's solution](#)

**642.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[MaribelHearn's solution](#)

**643.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[MaribelHearn's solution](#)

**644.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[MaribelHearn's solution](#)

**645.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[MaribelHearn's solution](#)

**646.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-10-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[MaribelHearn's solution](#)

**647.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[MaribelHearn's solution](#)

**648.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[MaribelHearn's solution](#)

**649.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math  
[MaribelHearn's solution](#)

**650.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[MaribelHearn's solution](#)

**651.**

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths  
[MaribelHearn's solution](#)

**652.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[MaribelHearn's solution](#)

**653.**

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[MaribelHearn's solution](#)

**654.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory  
[MaribelHearn's solution](#)

**655.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math  
[MaribelHearn's solution](#)

**656.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers  
[MaribelHearn's solution](#)

**657.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[MaribelHearn's solution](#)

**658.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[MaribelHearn's solution](#)

**659.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[MaribelHearn's solution](#)

**660.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MaribelHearn's solution](#)

**661.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[MaribelHearn's solution](#)

**662.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[MaribelHearn's solution](#)

**663.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[MaribelHearn's solution](#)

**664.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[MaribelHearn's solution](#)

**665.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, games, interactive

[MaribelHearn's solution](#)

**666.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, geometry

[MaribelHearn's solution](#)

**667.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[MaribelHearn's solution](#)

668.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

669.

105229D

[T](#) · [Top New](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

670.

105229F

[•••](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

671.

105229G

[C](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

672.

105229K

[e](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

673.

105229L

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Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

674.

105229M

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Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

675.

105229A

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Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

676.

105229J

[g](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

677.

105229E

[e](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

678.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · last AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**679.**

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**680.**

105173L

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

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**681.**

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**682.**

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**683.**

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**684.**

105173A

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Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**685.**

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**686.**

104160A

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

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**687.**

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**688.**

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**689.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**690.**

104160D

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Rating: — · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**691.**

105174H

[ep 01 Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**692.**

104369J

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Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**693.**

104369E

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**694.**

104369K

[Peg Solitaire](#) · [Tutorial](#)

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**695.**

104369I

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Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**696.**

104369D

[New Houses](#) · [Tutorial](#)

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**697.**

104369C

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**698.**

104369B

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[MaribelHearn's solution](#)

**699.**

104369A

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

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[MaribelHearn's solution](#)

**700.**

105174B

[Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**701.**

105174K

[Stop](#)

Rating: — · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**702.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**703.**

105163C

[Monster Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**704.**

105163L

[Badminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**705.**

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**706.**

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**707.**

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**708.**

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**709.**

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**710.**

105163K

[Puzzle](#) · [Tutorial](#)

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[MaribelHearn's solution](#)

**711.**

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**712.**

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**713.**

105161B

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Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**714.**

105161E

[Divide](#) · [Tutorial](#)

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**715.**

105161K

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**716.**

105161I

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**717.**

105161G

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105161F

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**719.**

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**720.**

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**721.**

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**722.**

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**723.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**724.**

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**725.**

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · PyPy 3 (first AC) · Tags: —

[MaribelHearn's solution](#)

**726.**

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-08 · PyPy 3 (first AC) · Tags: —

[MaribelHearn's solution](#)

**727.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**728.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**729.**

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**730.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**731.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**732.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**733.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, implementation

[MaribelHearn's solution](#)

**734.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: — · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, schedules  
[MaribelHearn's solution](#)

**735.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: \*special, binary search, dfs and similar, math  
[MaribelHearn's solution](#)

**736.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: \*special, strings  
[MaribelHearn's solution](#)

**737.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force  
[MaribelHearn's solution](#)

**738.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings  
[MaribelHearn's solution](#)

**739.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**740.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**741.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**742.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**743.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**744.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[MaribelHearn's solution](#)

**745.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**746.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**747.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**748.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**749.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**750.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**751.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**752.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**753.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**754.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**755.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**756.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**757.**

104787D

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

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**758.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**759.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**760.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**761.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**762.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**763.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**764.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**765.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**766.**

104725H

[W4Qn8b](#)

Rating: — · first AC: 2023-10-22 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**767.**

104725G

[I/purSi;\[ub](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**768.**

104725E

[I8N1RW](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**769.**

104725F

[g TMSG\[P^R](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**770.**

104725L

[Q1b08b](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**771.**

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-22 · PyPy 3 (first AC) · Tags: —

[MaribelHearn's solution](#)

**772.**

104725A

[u7431g1eQ-N](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**773.**

104337H

[Binary Crainess](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**774.**

104337M

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

Rating: — · first AC: 2023-10-21 · PyPy 3-64 (first AC) · Tags: —

[MaribelHearn's solution](#)

**775.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · PyPy 3-64 (first AC) · Tags: —

[MaribelHearn's solution](#)

**776.**

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**777.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**778.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**779.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**780.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

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

[MaribelHearn's solution](#)

**781.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

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

[MaribelHearn's solution](#)

**782.**

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**783.**

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**784.**

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**785.**

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**786.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**787.**

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**788.**

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**789.**

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**790.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**791.**

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**792.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**793.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**794.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**795.**

104172L

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

Rating: — · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**796.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**797.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · PyPy 3-64 (first AC) · Tags: —

[MaribelHearn's solution](#)

**798.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · Python 3 (first AC) · Tags: —

[MaribelHearn's solution](#)

**799.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, number theory

[MaribelHearn's solution](#)

**800.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special

[MaribelHearn's solution](#)

**801.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[MaribelHearn's solution](#)

**802.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, implementation

[MaribelHearn's solution](#)

**803.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[MaribelHearn's solution](#)

**804.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[MaribelHearn's solution](#)

**805.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: \*special, expression parsing, strings

[MaribelHearn's solution](#)

**806.**

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**807.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**808.**

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**809.**

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**810.**

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**811.**

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**812.**

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**813.**

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**814.**

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**815.**

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**816.**

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**817.**

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**818.**

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**819.**

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**820.**

102471C

[Dirichlet  \$\mathbb{S}^k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**821.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**822.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**823.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**824.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**825.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**826.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**827.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**828.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**829.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**830.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**831.**

104081K

[S:FOOD](#)

Rating: — · first AC: 2022-12-05 · last AC: 2022-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**832.**

104081H

[cDiteryNKeA](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**833.**

104081I

[Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**834.**

104081G

[c++11](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**835.**

104081L

[Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**836.**

104081E

[Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**837.**

104081A

[Quick Sort](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**838.**

104081C

[Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**839.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**840.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**841.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**842.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**843.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**844.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**845.**

104008J

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**846.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**847.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**848.**

104008C

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**849.**

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**850.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**851.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**852.**

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**853.**

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**854.**

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**855.**

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**856.**

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**857.**

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · PyPy 3-64 (first AC) · Tags: —

[MaribelHearn's solution](#)

**858.**

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**859.**

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**860.**

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**861.**

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**862.**

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**863.**

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[MaribelHearn's solution](#)

**864.**

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**865.**

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**866.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**867.**

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**868.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**869.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**870.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**871.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**872.**

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**873.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**874.**

103931E

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

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**875.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**876.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**877.**

103729H

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

Rating: — · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[MaribelHearn's solution](#)

**878.**

1663H

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Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, constructive algorithms

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**879.**

1663D

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Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, combinatorics, dp, math

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**880.**

1663A

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Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, expression parsing, trees

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**881.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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**882.**

101190E

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101190A

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101190H

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**886.**

102056F

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**887.**

102056I

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**888.**

102056L

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Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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**889.**

102056D

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Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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**890.**

103069K

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Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**891.**

103069B

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Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**892.**

103069L

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Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**893.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**894.**

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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**895.**

102394I

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Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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**896.**

102394K

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**897.**

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**898.**

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**899.**

102769K

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Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**900.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**901.**

102769G

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Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**902.**

102769E

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Rating: — · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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**903.**

102769A

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**904.**

102012G

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