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Unique solved — Maxduan

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

Sort: Problem rating · easier first

Filters: none

Count: 1,892

1.

2211A

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

Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

2.

2205B

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

Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

3.

2205A

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

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Maxduan's solution](#)

4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Maxduan's solution](#)

5.

2192A

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

Quality: 17,907 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Maxduan's solution](#)

6.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

7.

2183A

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

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Maxduan's solution](#)

8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,439 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Maxduan's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Maxduan's solution](#)

10.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Maxduan's solution](#)

11.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Maxduan's solution](#)

12.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[Maxduan's solution](#)

13.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Maxduan's solution](#)

14.

2145A

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

Quality: 30,753 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[Maxduan's solution](#)

15.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

16.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

17.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[Maxduan's solution](#)

18.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,679 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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19.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,260 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

20.

2134A

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

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Maxduan's solution](#)

21.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Maxduan's solution](#)

22.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 800 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Maxduan's solution](#)

23.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

24.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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25.

2125A

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

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Maxduan's solution](#)

26.

2126B

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

Quality: 37,692 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Maxduan's solution](#)

27.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,083 global accepts · Rating: 800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Maxduan's solution](#)

28.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Maxduan's solution](#)

29.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,775 global accepts · Rating: 800 · first AC: 2025-07-05 · PyPy 3 (first AC) · Tags: brute force, math

[Maxduan's solution](#)

30.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

31.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,689 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Maxduan's solution](#)

32.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

33.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

34.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

35.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Maxduan's solution](#)

36.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Maxduan's solution](#)

37.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Maxduan's solution](#)

38.

2092A

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

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[Maxduan's solution](#)

39.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

40.

2069A

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

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Maxduan's solution](#)

41.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Maxduan's solution](#)

42.

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

[Maxduan's solution](#)

43.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Maxduan's solution](#)

44.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

45.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Maxduan's solution](#)

46.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

47.

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

48.

1734A

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

Quality: 22,407 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Maxduan's solution](#)

49.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings, two pointers

[Maxduan's solution](#)

50.

1789A

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

Quality: 32,963 global accepts · Rating: 800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Maxduan's solution](#)

51.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

52.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

[Maxduan's solution](#)

53.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Maxduan's solution](#)

54.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

55.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[Maxduan's solution](#)

56.

2043A

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

Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Maxduan's solution](#)

57.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Maxduan's solution](#)

58.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Maxduan's solution](#)

59.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Maxduan's solution](#)

60.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Maxduan's solution](#)

61.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

62.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese

remainder theorem, math, number theory

[Maxduan's solution](#)

63.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Maxduan's solution](#)

64.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[Maxduan's solution](#)

65.

2031A

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

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Maxduan's solution](#)

66.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Maxduan's solution](#)

67.

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

[Maxduan's solution](#)

68.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Maxduan's solution](#)

69.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Maxduan's solution](#)

70.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maxduan's solution](#)

71.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Maxduan's solution](#)

72.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[Maxduan's solution](#)

73.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[Maxduan's solution](#)

74.

2003A

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

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

75.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Maxduan's solution](#)

76.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Maxduan's solution](#)

77.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Maxduan's solution](#)

78.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[Maxduan's solution](#)

79.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[Maxduan's solution](#)

80.

2002A

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

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

81.

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[Maxduan's solution](#)

82.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Maxduan's solution](#)

83.

1997A

[Strong Password](#) · [Tutorial](#)

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

84.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Maxduan's solution](#)

85.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[Maxduan's solution](#)

86.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Maxduan's solution](#)

87.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
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88.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[Maxduan's solution](#)

89.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Maxduan's solution](#)

90.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Maxduan's solution](#)

91.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
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92.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Maxduan's solution](#)

93.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[Maxduan's solution](#)

94.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[Maxduan's solution](#)

95.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[Maxduan's solution](#)

96.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[Maxduan's solution](#)

97.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
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98.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
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99.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[Maxduan's solution](#)

100.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[Maxduan's solution](#)

101.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Maxduan's solution](#)

102.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Maxduan's solution](#)

103.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Maxduan's solution](#)

104.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Maxduan's solution](#)

105.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Maxduan's solution](#)

106.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Maxduan's solution](#)

107.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Maxduan's solution](#)

108.

1972A

[Contest Proposal](#) · [Tutorial](#)

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

[Maxduan's solution](#)

109.

1969A

[Two Friends](#) · [Tutorial](#)

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

[Maxduan's solution](#)

110.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Maxduan's solution](#)

111.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Maxduan's solution](#)

112.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

113.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,654 global accepts · Rating: 800 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

114.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

115.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Maxduan's solution](#)

116.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Maxduan's solution](#)

117.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maxduan's solution](#)

118.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maxduan's solution](#)

119.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Maxduan's solution](#)

120.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

121.

1855A

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

Quality: 29,928 global accepts · Rating: 800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

122.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Maxduan's solution](#)

123.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

124.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Maxduan's solution](#)

125.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

126.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,321 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Maxduan's solution](#)

127.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

128.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maxduan's solution](#)

129.

1950A

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

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Maxduan's solution](#)

130.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Maxduan's solution](#)

131.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Maxduan's solution](#)

132.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,339 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Maxduan's solution](#)

133.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

134.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Maxduan's solution](#)

135.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Maxduan's solution](#)

136.

1843C

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

Quality: 39,498 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Maxduan's solution](#)

137.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[Maxduan's solution](#)

138.

1843A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Maxduan's solution](#)

139.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

140.

1805B

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

Quality: 19,973 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Maxduan's solution](#)

141.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,926 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Maxduan's solution](#)

142.

1941A

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

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Maxduan's solution](#)

143.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

144.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,983 global accepts · Rating: 800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

145.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Maxduan's solution](#)

146.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

147.

1878A

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

Quality: 78,660 global accepts · Rating: 800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

148.

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Maxduan's solution](#)

149.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

150.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,313 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maxduan's solution](#)

151.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

152.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

153.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Maxduan's solution](#)

154.

1933B

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

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[Maxduan's solution](#)

155.

1933A

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

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Maxduan's solution](#)

156.

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Maxduan's solution](#)

157.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,088 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Maxduan's solution](#)

158.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

159.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,893 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Maxduan's solution](#)

160.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

161.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

162.

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Maxduan's solution](#)

163.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

164.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[Maxduan's solution](#)

165.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Maxduan's solution](#)

166.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,436 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Maxduan's solution](#)

167.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maxduan's solution](#)

168.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

169.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[Maxduan's solution](#)

170.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,578 global accepts · Rating: 800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[Maxduan's solution](#)

171.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,625 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[Maxduan's solution](#)

172.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[Maxduan's solution](#)

173.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Maxduan's solution](#)

174.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings
[Maxduan's solution](#)

175.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Maxduan's solution](#)

176.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[Maxduan's solution](#)

177.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: math
[Maxduan's solution](#)

178.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Maxduan's solution](#)

179.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Maxduan's solution](#)

180.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Maxduan's solution](#)

181.

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

182.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Maxduan's solution](#)

183.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Maxduan's solution](#)

184.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

[Maxduan's solution](#)

185.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Maxduan's solution](#)

186.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Maxduan's solution](#)

187.

1915B

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

Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Maxduan's solution](#)

188.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Maxduan's solution](#)

189.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,615 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Maxduan's solution](#)

190.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,244 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

191.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

192.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Maxduan's solution](#)

193.

1914B

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

Quality: 33,225 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

194.

1914A

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

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

[Maxduan's solution](#)

195.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Maxduan's solution](#)

196.

1833C

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

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

197.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Maxduan's solution](#)

198.

1881A

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

Quality: 59,308 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Maxduan's solution](#)

199.

1905A

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

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

[Maxduan's solution](#)

200.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,916 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

201.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Maxduan's solution](#)

202.

1851A

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

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Maxduan's solution](#)

203.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[Maxduan's solution](#)

204.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

205.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,711 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Maxduan's solution](#)

206.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,755 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Maxduan's solution](#)

207.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

208.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Maxduan's solution](#)

209.

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Maxduan's solution](#)

210.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Maxduan's solution](#)

211.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

212.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Maxduan's solution](#)

213.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

214.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Maxduan's solution](#)

215.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

216.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

217.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Maxduan's solution](#)

218.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Maxduan's solution](#)

219.

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

[Maxduan's solution](#)

220.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Maxduan's solution](#)

221.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

222.

1990A

[Submission Bait](#) · [Tutorial](#)

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

[Maxduan's solution](#)

223.

1988B

[Make Majority](#) · [Tutorial](#)

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

[Maxduan's solution](#)

224.

1988A

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

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

[Maxduan's solution](#)

225.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

226.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,535 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Maxduan's solution](#)

227.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

228.

1972B

[Coin Games](#) · [Tutorial](#)

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

[Maxduan's solution](#)

229.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

230.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

231.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,054 global accepts · Rating: 900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

232.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

233.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

234.

1855B

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

Quality: 44,919 global accepts · Rating: 900 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Maxduan's solution](#)

235.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Maxduan's solution](#)

236.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Maxduan's solution](#)

237.

1878C

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

Quality: 57,640 global accepts · Rating: 900 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: math

[Maxduan's solution](#)

238.

1875A

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

Quality: 46,994 global accepts · Rating: 900 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Maxduan's solution](#)

239.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Maxduan's solution](#)

240.

1900B

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

Quality: 20,469 global accepts · Rating: 900 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Maxduan's solution](#)

241.

1927B

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

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Maxduan's solution](#)

242.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Maxduan's solution](#)

243.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,601 global accepts · Rating: 900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

244.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,083 global accepts · Rating: 900 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Maxduan's solution](#)

245.

1872B

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

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

246.

1833B

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

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

247.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Maxduan's solution](#)

248.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Maxduan's solution](#)

249.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,376 global accepts · Rating: 900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Maxduan's solution](#)

250.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,680 global accepts · Rating: 900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Maxduan's solution](#)

251.

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Maxduan's solution](#)

252.

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Maxduan's solution](#)

253.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[Maxduan's solution](#)

254.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

255.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

256.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Maxduan's solution](#)

257.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

258.

2123C

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

Quality: 30,879 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[Maxduan's solution](#)

259.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Maxduan's solution](#)

260.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Maxduan's solution](#)

261.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

262.

2040B

[Paint a Strip](#) · [Tutorial](#)

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

[Maxduan's solution](#)

263.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Maxduan's solution](#)

264.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Maxduan's solution](#)

265.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Maxduan's solution](#)

266.

2005B1

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

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Maxduan's solution](#)

267.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Maxduan's solution](#)

268.

2000C

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

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Maxduan's solution](#)

269.

2002B

[Removals Game](#) · [Tutorial](#)

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

[Maxduan's solution](#)

270.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maxduan's solution](#)

271.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

272.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[Maxduan's solution](#)

273.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Maxduan's solution](#)

274.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Maxduan's solution](#)

275.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

276.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

277.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Maxduan's solution](#)

278.

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings
[Maxduan's solution](#)

279.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[Maxduan's solution](#)

280.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[Maxduan's solution](#)

281.

1877B

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

Rating: 1000 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Maxduan's solution](#)

282.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[Maxduan's solution](#)

283.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[Maxduan's solution](#)

284.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[Maxduan's solution](#)

285.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Maxduan's solution](#)

286.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Maxduan's solution](#)

287.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Maxduan's solution](#)

288.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[Maxduan's solution](#)

289.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[Maxduan's solution](#)

290.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[Maxduan's solution](#)

291.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[Maxduan's solution](#)

292.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,245 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings
[Maxduan's solution](#)

293.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Maxduan's solution](#)

294.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings
[Maxduan's solution](#)

295.

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Maxduan's solution](#)

296.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Maxduan's solution](#)

297.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Maxduan's solution](#)

298.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Maxduan's solution](#)

299.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Maxduan's solution](#)

300.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

301.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Maxduan's solution](#)

302.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Maxduan's solution](#)

303.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Maxduan's solution](#)

304.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Maxduan's solution](#)

305.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Maxduan's solution](#)

306.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Maxduan's solution](#)

307.

2061B

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

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

308.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[Maxduan's solution](#)

309.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[Maxduan's solution](#)

310.

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
[Maxduan's solution](#)

311.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math
[Maxduan's solution](#)

312.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[Maxduan's solution](#)

313.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Maxduan's solution](#)

314.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Maxduan's solution](#)

315.

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
[Maxduan's solution](#)

316.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[Maxduan's solution](#)

317.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Maxduan's solution](#)

318.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

319.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Maxduan's solution](#)

320.

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

[Maxduan's solution](#)

321.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Maxduan's solution](#)

322.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Maxduan's solution](#)

323.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Maxduan's solution](#)

324.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

325.

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

326.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Maxduan's solution](#)

327.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Maxduan's solution](#)

328.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Maxduan's solution](#)

329.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[Maxduan's solution](#)

330.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

331.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Maxduan's solution](#)

332.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

333.

1686C

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

Rating: 1100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Maxduan's solution](#)

334.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

335.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Maxduan's solution](#)

336.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Maxduan's solution](#)

337.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Maxduan's solution](#)

338.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Maxduan's solution](#)

339.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

340.

1862C

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

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[Maxduan's solution](#)

341.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

342.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Maxduan's solution](#)

343.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Maxduan's solution](#)

344.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[Maxduan's solution](#)

345.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

346.

1811C

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

Quality: 22,227 global accepts · Rating: 1100 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

347.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Maxduan's solution](#)

348.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Maxduan's solution](#)

349.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths

[Maxduan's solution](#)

350.

1917B

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

Quality: 36,353 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Maxduan's solution](#)

351.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

352.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Maxduan's solution](#)

353.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Maxduan's solution](#)

354.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Maxduan's solution](#)

355.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Maxduan's solution](#)

356.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,803 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Maxduan's solution](#)

357.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Maxduan's solution](#)

358.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Maxduan's solution](#)

359.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Maxduan's solution](#)

360.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Maxduan's solution](#)

361.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,603 global accepts · Rating: 1200 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Maxduan's solution](#)

362.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Maxduan's solution](#)

363.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Maxduan's solution](#)

364.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Maxduan's solution](#)

365.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Maxduan's solution](#)

366.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

367.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Maxduan's solution](#)

368.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Maxduan's solution](#)

369.

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Maxduan's solution](#)

370.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

371.

2092C

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

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

372.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Maxduan's solution](#)

373.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

374.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[Maxduan's solution](#)

375.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Maxduan's solution](#)

376.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Maxduan's solution](#)

377.

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

378.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Maxduan's solution](#)

379.

2048C

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

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

[Maxduan's solution](#)

380.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Maxduan's solution](#)

381.

2046A

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

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

[Maxduan's solution](#)

382.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Maxduan's solution](#)

383.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

384.

2005B2

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

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

[Maxduan's solution](#)

385.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Maxduan's solution](#)

386.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Maxduan's solution](#)

387.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Maxduan's solution](#)

388.

1990B

[Array Craft](#) · [Tutorial](#)

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

[Maxduan's solution](#)

389.

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

[Maxduan's solution](#)

390.

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Maxduan's solution](#)

391.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Maxduan's solution](#)

392.

1982B

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

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Maxduan's solution](#)

393.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Maxduan's solution](#)

394.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Maxduan's solution](#)

395.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[Maxduan's solution](#)

396.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[Maxduan's solution](#)

397.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

398.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Maxduan's solution](#)

399.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Maxduan's solution](#)

400.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Maxduan's solution](#)

401.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Maxduan's solution](#)

402.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[Maxduan's solution](#)

403.

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

404.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

405.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Maxduan's solution](#)

406.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Maxduan's solution](#)

407.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Maxduan's solution](#)

408.

1800D

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

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Maxduan's solution](#)

409.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[Maxduan's solution](#)

410.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Maxduan's solution](#)

411.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Maxduan's solution](#)

412.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[Maxduan's solution](#)

413.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Maxduan's solution](#)

414.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,089 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Maxduan's solution](#)

415.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Maxduan's solution](#)

416.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Maxduan's solution](#)

417.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Maxduan's solution](#)

418.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Maxduan's solution](#)

419.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

420.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[Maxduan's solution](#)

421.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · last AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

422.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[Maxduan's solution](#)

423.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Maxduan's solution](#)

424.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Maxduan's solution](#)

425.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Maxduan's solution](#)

426.

2144C

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

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

[Maxduan's solution](#)

427.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Maxduan's solution](#)

428.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,302 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Maxduan's solution](#)

429.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Maxduan's solution](#)

430.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Maxduan's solution](#)

431.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Maxduan's solution](#)

432.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Maxduan's solution](#)

433.

2041A

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

Quality: 11,293 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Maxduan's solution](#)

434.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Maxduan's solution](#)

435.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Maxduan's solution](#)

436.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Maxduan's solution](#)

437.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Maxduan's solution](#)

438.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[Maxduan's solution](#)

439.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, strings

[Maxduan's solution](#)

440.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Maxduan's solution](#)

441.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Maxduan's solution](#)

442.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[Maxduan's solution](#)

443.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Maxduan's solution](#)

444.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

445.

1988C

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

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

[Maxduan's solution](#)

446.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Maxduan's solution](#)

447.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

448.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Maxduan's solution](#)

449.

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Maxduan's solution](#)

450.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Maxduan's solution](#)

451.

1869C

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

Rating: 1300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

452.

1955C

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

Quality: 24,500 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Maxduan's solution](#)

453.

1879C

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

Quality: 27,111 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[Maxduan's solution](#)

454.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

455.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Maxduan's solution](#)

456.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Maxduan's solution](#)

457.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Maxduan's solution](#)

458.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Maxduan's solution](#)

459.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[Maxduan's solution](#)

460.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Maxduan's solution](#)

461.

1900C

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

Quality: 15,043 global accepts · Rating: 1300 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Maxduan's solution](#)

462.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Maxduan's solution](#)

463.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Maxduan's solution](#)

464.

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Maxduan's solution](#)

465.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Maxduan's solution](#)

466.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Maxduan's solution](#)

467.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Maxduan's solution](#)

468.

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

469.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Maxduan's solution](#)

470.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Maxduan's solution](#)

471.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Maxduan's solution](#)

472.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Maxduan's solution](#)

473.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[Maxduan's solution](#)

474.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maxduan's solution](#)

475.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Maxduan's solution](#)

476.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Maxduan's solution](#)

477.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[Maxduan's solution](#)

478.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Maxduan's solution](#)

479.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

480.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Maxduan's solution](#)

481.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

482.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Maxduan's solution](#)

483.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Maxduan's solution](#)

484.

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

[Maxduan's solution](#)

485.

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

[Maxduan's solution](#)

486.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Maxduan's solution](#)

487.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Maxduan's solution](#)

488.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

489.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Maxduan's solution](#)

490.

1972D1

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

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

[Maxduan's solution](#)

491.

1972C

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

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

[Maxduan's solution](#)

492.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Maxduan's solution](#)

493.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Maxduan's solution](#)

494.

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Maxduan's solution](#)

495.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Maxduan's solution](#)

496.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

497.

1855C1

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

Rating: 1400 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

498.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Maxduan's solution](#)

499.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Maxduan's solution](#)

500.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Maxduan's solution](#)

501.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[Maxduan's solution](#)

502.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,964 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Maxduan's solution](#)

503.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

504.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Maxduan's solution](#)

505.

1888D1

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

Rating: 1400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Maxduan's solution](#)

506.

1894C

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

Rating: 1400 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Maxduan's solution](#)

507.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

508.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Maxduan's solution](#)

509.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Maxduan's solution](#)

510.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Maxduan's solution](#)

511.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings
[Maxduan's solution](#)

512.

1927E

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

Quality: 17,054 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers
[Maxduan's solution](#)

513.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[Maxduan's solution](#)

514.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[Maxduan's solution](#)

515.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
[Maxduan's solution](#)

516.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Maxduan's solution](#)

517.

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
[Maxduan's solution](#)

518.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[Maxduan's solution](#)

519.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings
[Maxduan's solution](#)

520.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[Maxduan's solution](#)

521.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Maxduan's solution](#)

522.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

523.

2183D1

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

Quality: 8,853 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Maxduan's solution](#)

524.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Maxduan's solution](#)

525.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Maxduan's solution](#)

526.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Maxduan's solution](#)

527.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings, two pointers

[Maxduan's solution](#)

528.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Maxduan's solution](#)

529.

2107C

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

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Maxduan's solution](#)

530.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Maxduan's solution](#)

531.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Maxduan's solution](#)

532.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Maxduan's solution](#)

533.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Maxduan's solution](#)

534.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Maxduan's solution](#)

535.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

536.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Maxduan's solution](#)

537.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 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

[Maxduan's solution](#)

538.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

539.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

540.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Maxduan's solution](#)

541.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Maxduan's solution](#)

542.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Maxduan's solution](#)

543.

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

[Maxduan's solution](#)

544.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Maxduan's solution](#)

545.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Maxduan's solution](#)

546.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Maxduan's solution](#)

547.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Maxduan's solution](#)

548.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Maxduan's solution](#)

549.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Maxduan's solution](#)

550.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Maxduan's solution](#)

551.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[Maxduan's solution](#)

552.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

553.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Maxduan's solution](#)

554.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[Maxduan's solution](#)

555.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

[Maxduan's solution](#)

556.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[Maxduan's solution](#)

557.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Maxduan's solution](#)

558.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Maxduan's solution](#)

559.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Maxduan's solution](#)

560.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[Maxduan's solution](#)

561.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Maxduan's solution](#)

562.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Maxduan's solution](#)

563.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Maxduan's solution](#)

564.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

565.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Maxduan's solution](#)

566.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Maxduan's solution](#)

567.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Maxduan's solution](#)

568.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[Maxduan's solution](#)

569.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 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

[Maxduan's solution](#)

570.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Maxduan's solution](#)

571.

2040C

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

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

[Maxduan's solution](#)

572.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Maxduan's solution](#)

573.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Maxduan's solution](#)

574.

2028C

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

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

[Maxduan's solution](#)

575.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Maxduan's solution](#)

576.

682C

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

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Maxduan's solution](#)

577.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[Maxduan's solution](#)

578.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Maxduan's solution](#)

579.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Maxduan's solution](#)

580.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Maxduan's solution](#)

581.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Maxduan's solution](#)

582.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Maxduan's solution](#)

583.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Maxduan's solution](#)

584.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

585.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

586.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

587.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Maxduan's solution](#)

588.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Maxduan's solution](#)

589.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Maxduan's solution](#)

590.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Maxduan's solution](#)

591.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Maxduan's solution](#)

592.

1875D

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

Quality: 11,404 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Maxduan's solution](#)

593.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[Maxduan's solution](#)

594.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[Maxduan's solution](#)

595.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[Maxduan's solution](#)

596.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math
[Maxduan's solution](#)

597.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths
[Maxduan's solution](#)

598.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[Maxduan's solution](#)

599.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory
[Maxduan's solution](#)

600.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Maxduan's solution](#)

601.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[Maxduan's solution](#)

602.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Maxduan's solution](#)

603.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[Maxduan's solution](#)

604.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[Maxduan's solution](#)

605.

2152D

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

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

606.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[Maxduan's solution](#)

607.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[Maxduan's solution](#)

608.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[Maxduan's solution](#)

609.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[Maxduan's solution](#)

610.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[Maxduan's solution](#)

611.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Maxduan's solution](#)

612.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Maxduan's solution](#)

613.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Maxduan's solution](#)

614.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Maxduan's solution](#)

615.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Maxduan's solution](#)

616.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Maxduan's solution](#)

617.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Maxduan's solution](#)

618.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Maxduan's solution](#)

619.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[Maxduan's solution](#)

620.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, math, schedules, sortings

[Maxduan's solution](#)

621.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Maxduan's solution](#)

622.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Maxduan's solution](#)

623.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Maxduan's solution](#)

624.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Maxduan's solution](#)

625.

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

[Maxduan's solution](#)

626.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Maxduan's solution](#)

627.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Maxduan's solution](#)

628.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Maxduan's solution](#)

629.

1210B

[Marcin and Training Camp](#) · [Tutorial](#)

Quality: 6,041 global accepts · Rating: 1700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Maxduan's solution](#)

630.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[Maxduan's solution](#)

631.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[Maxduan's solution](#)

632.

2007D

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

Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Maxduan's solution](#)

633.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Maxduan's solution](#)

634.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Maxduan's solution](#)

635.

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

[Maxduan's solution](#)

636.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Maxduan's solution](#)

637.

1984C2

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

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

[Maxduan's solution](#)

638.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Maxduan's solution](#)

639.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Maxduan's solution](#)

640.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, math, two pointers

[Maxduan's solution](#)

641.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Maxduan's solution](#)

642.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Maxduan's solution](#)

643.

1901D

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

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Maxduan's solution](#)

644.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Maxduan's solution](#)

645.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Maxduan's solution](#)

646.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Maxduan's solution](#)

647.

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Maxduan's solution](#)

648.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Maxduan's solution](#)

649.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Maxduan's solution](#)

650.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Maxduan's solution](#)

651.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Maxduan's solution](#)

652.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Maxduan's solution](#)

653.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Maxduan's solution](#)

654.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Maxduan's solution](#)

655.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, sortings

[Maxduan's solution](#)

656.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Maxduan's solution](#)

657.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Maxduan's solution](#)

658.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Maxduan's solution](#)

659.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Maxduan's solution](#)

660.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Maxduan's solution](#)

661.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Maxduan's solution](#)

662.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Maxduan's solution](#)

663.

2092D

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

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

[Maxduan's solution](#)

664.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Maxduan's solution](#)

665.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Maxduan's solution](#)

666.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Maxduan's solution](#)

667.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Maxduan's solution](#)

668.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Maxduan's solution](#)

669.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Maxduan's solution](#)

670.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Maxduan's solution](#)

671.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[Maxduan's solution](#)

672.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[Maxduan's solution](#)

673.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Maxduan's solution](#)

674.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Maxduan's solution](#)

675.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Maxduan's solution](#)

676.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Maxduan's solution](#)

677.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

678.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Maxduan's solution](#)

679.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Maxduan's solution](#)

680.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, two pointers

[Maxduan's solution](#)

681.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Maxduan's solution](#)

682.

2043D

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

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

[Maxduan's solution](#)

683.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Maxduan's solution](#)

684.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Maxduan's solution](#)

685.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

686.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

687.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Maxduan's solution](#)

688.

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

[Maxduan's solution](#)

689.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

690.

946D

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Quality: 4,880 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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691.

433C

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Quality: 2,619 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, sortings

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692.

2005C

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Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

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693.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

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694.

873D

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[Maxduan's solution](#)

695.

2007E

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Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

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696.

1995C

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Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

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697.

1990D

[Grid Puzzle](#) · [Tutorial](#)

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

[Maxduan's solution](#)

698.

1979D

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Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Maxduan's solution](#)

699.

1981C

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Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Maxduan's solution](#)

700.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Maxduan's solution](#)

701.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Maxduan's solution](#)

702.

1719D1

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

Rating: 1800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Maxduan's solution](#)

703.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Maxduan's solution](#)

704.

1805D

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Quality: 9,001 global accepts · Rating: 1800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Maxduan's solution](#)

705.

1941F

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Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

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706.

1862F

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Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Maxduan's solution](#)

707.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[Maxduan's solution](#)

708.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Maxduan's solution](#)

709.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Maxduan's solution](#)

710.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math
[Maxduan's solution](#)

711.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[Maxduan's solution](#)

712.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[Maxduan's solution](#)

713.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · last AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[Maxduan's solution](#)

714.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[Maxduan's solution](#)

715.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[Maxduan's solution](#)

716.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[Maxduan's solution](#)

717.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[Maxduan's solution](#)

718.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[Maxduan's solution](#)

719.

1898D

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Quality: 6,631 global accepts · Rating: 1900 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Maxduan's solution](#)

720.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Maxduan's solution](#)

721.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Maxduan's solution](#)

722.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Maxduan's solution](#)

723.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Maxduan's solution](#)

724.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

725.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Maxduan's solution](#)

726.

1970C3

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

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Maxduan's solution](#)

727.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Maxduan's solution](#)

728.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

729.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Maxduan's solution](#)

730.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Maxduan's solution](#)

731.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Maxduan's solution](#)

732.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Maxduan's solution](#)

733.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Maxduan's solution](#)

734.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Maxduan's solution](#)

735.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2025-04-11 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation

[Maxduan's solution](#)

736.

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[Maxduan's solution](#)

737.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Maxduan's solution](#)

738.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Maxduan's solution](#)

739.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Maxduan's solution](#)

740.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[Maxduan's solution](#)

741.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Maxduan's solution](#)

742.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[Maxduan's solution](#)

743.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Maxduan's solution](#)

744.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Maxduan's solution](#)

745.

2059D

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Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

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746.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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747.

1260D

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Quality: 4,193 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

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748.

327D

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Quality: 2,496 global accepts · Rating: 1900 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Maxduan's solution](#)

749.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Maxduan's solution](#)

750.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Maxduan's solution](#)

751.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

752.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Maxduan's solution](#)

753.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Maxduan's solution](#)

754.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Maxduan's solution](#)

755.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Maxduan's solution](#)

756.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Maxduan's solution](#)

757.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Maxduan's solution](#)

758.

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[Maxduan's solution](#)

759.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[Maxduan's solution](#)

760.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, interactive

[Maxduan's solution](#)

761.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Maxduan's solution](#)

762.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Maxduan's solution](#)

763.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Maxduan's solution](#)

764.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Maxduan's solution](#)

765.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Maxduan's solution](#)

766.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Maxduan's solution](#)

767.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Maxduan's solution](#)

768.

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

[Maxduan's solution](#)

769.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Maxduan's solution](#)

770.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Maxduan's solution](#)

771.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Maxduan's solution](#)

772.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Maxduan's solution](#)

773.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Maxduan's solution](#)

774.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[Maxduan's solution](#)

775.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Maxduan's solution](#)

776.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Maxduan's solution](#)

777.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Maxduan's solution](#)

778.

1719D2

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

Rating: 1900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[Maxduan's solution](#)

779.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[Maxduan's solution](#)

780.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Maxduan's solution](#)

781.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Maxduan's solution](#)

782.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Maxduan's solution](#)

783.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[Maxduan's solution](#)

784.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Maxduan's solution](#)

785.

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

[Maxduan's solution](#)

786.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Maxduan's solution](#)

787.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Maxduan's solution](#)

788.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Maxduan's solution](#)

789.

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[Maxduan's solution](#)

790.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[Maxduan's solution](#)

791.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[Maxduan's solution](#)

792.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
[Maxduan's solution](#)

793.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[Maxduan's solution](#)

794.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[Maxduan's solution](#)

795.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[Maxduan's solution](#)

796.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[Maxduan's solution](#)

797.

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees
[Maxduan's solution](#)

798.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, trees
[Maxduan's solution](#)

799.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2025-04-11 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[Maxduan's solution](#)

800.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Maxduan's solution](#)

801.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Maxduan's solution](#)

802.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Maxduan's solution](#)

803.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Maxduan's solution](#)

804.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Maxduan's solution](#)

805.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Maxduan's solution](#)

806.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

807.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Maxduan's solution](#)

808.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[Maxduan's solution](#)

809.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Maxduan's solution](#)

810.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Maxduan's solution](#)

811.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Maxduan's solution](#)

812.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Maxduan's solution](#)

813.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Maxduan's solution](#)

814.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[Maxduan's solution](#)

815.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Maxduan's solution](#)

816.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[Maxduan's solution](#)

817.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Maxduan's solution](#)

818.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Maxduan's solution](#)

819.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Maxduan's solution](#)

820.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Maxduan's solution](#)

821.

1090L

[Berland University](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Maxduan's solution](#)

822.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Maxduan's solution](#)

823.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Maxduan's solution](#)

824.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Maxduan's solution](#)

825.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

826.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Maxduan's solution](#)

827.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, sortings

[Maxduan's solution](#)

828.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Maxduan's solution](#)

829.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Maxduan's solution](#)

830.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[Maxduan's solution](#)

831.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Maxduan's solution](#)

832.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Maxduan's solution](#)

833.

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

[Maxduan's solution](#)

834.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, math, strings

[Maxduan's solution](#)

835.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Maxduan's solution](#)

836.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Maxduan's solution](#)

837.

314B

[Sereja and Periods](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, strings

[Maxduan's solution](#)

838.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Maxduan's solution](#)

839.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Maxduan's solution](#)

840.

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

[Maxduan's solution](#)

841.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Maxduan's solution](#)

842.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Maxduan's solution](#)

843.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Maxduan's solution](#)

844.

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Maxduan's solution](#)

845.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Maxduan's solution](#)

846.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Maxduan's solution](#)

847.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Maxduan's solution](#)

848.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Maxduan's solution](#)

849.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Maxduan's solution](#)

850.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Maxduan's solution](#)

851.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Maxduan's solution](#)

852.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Maxduan's solution](#)

853.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Maxduan's solution](#)

854.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Maxduan's solution](#)

855.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Maxduan's solution](#)

856.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Maxduan's solution](#)

857.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[Maxduan's solution](#)

858.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Maxduan's solution](#)

859.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Maxduan's solution](#)

860.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Maxduan's solution](#)

861.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Maxduan's solution](#)

862.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[Maxduan's solution](#)

863.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Maxduan's solution](#)

864.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Maxduan's solution](#)

865.

1719E

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

Rating: 2000 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, number theory

[Maxduan's solution](#)

866.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Maxduan's solution](#)

867.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Maxduan's solution](#)

868.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures

[Maxduan's solution](#)

869.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Maxduan's solution](#)

870.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Maxduan's solution](#)

871.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Maxduan's solution](#)

872.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[Maxduan's solution](#)

873.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[Maxduan's solution](#)

874.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

875.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

876.

1914G1

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

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877.

2172K

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878.

2205E

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879.

2192E

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Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

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880.

601B

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881.

2183E

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882.

2183D2

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883.

2161D

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884.

2162F

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885.

2145E

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886.

2150C

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887.

1654D

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2132F

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890.

1254B2

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891.

1343E

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892.

1278D

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893.

2135D1

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894.

1560F2

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895.

1479B2

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896.

2127E

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897.

2124E

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898.

2119D

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1799D2

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900.

2123G

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903.

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907.

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2107D

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1516D

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1671E

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950.

484B

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609E

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953.

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954.

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1863E

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1839D

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958.

1934D1

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963.

1907G

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1520F2

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2089C1

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Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[Maxduan's solution](#)

967.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Maxduan's solution](#)

968.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Maxduan's solution](#)

969.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[Maxduan's solution](#)

970.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy, implementation

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971.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

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972.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

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973.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

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974.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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975.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-07-03 · last AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Maxduan's solution](#)

976.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Maxduan's solution](#)

977.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

dsu, two pointers

[Maxduan's solution](#)

978.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Maxduan's solution](#)

979.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Maxduan's solution](#)

980.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy

[Maxduan's solution](#)

981.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Maxduan's solution](#)

982.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Maxduan's solution](#)

983.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Maxduan's solution](#)

984.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Maxduan's solution](#)

985.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Maxduan's solution](#)

986.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[Maxduan's solution](#)

987.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, divide and conquer, math

[Maxduan's solution](#)

988.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

989.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Maxduan's solution](#)

990.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

991.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Maxduan's solution](#)

992.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Maxduan's solution](#)

993.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Maxduan's solution](#)

994.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[Maxduan's solution](#)

995.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Maxduan's solution](#)

996.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[Maxduan's solution](#)

997.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[Maxduan's solution](#)

998.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Maxduan's solution](#)

999.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Maxduan's solution](#)

1000.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Maxduan's solution](#)

1001.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Maxduan's solution](#)

1002.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Maxduan's solution](#)

1003.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Maxduan's solution](#)

1004.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Maxduan's solution](#)

1005.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[Maxduan's solution](#)

1006.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Maxduan's solution](#)

1007.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory
[Maxduan's solution](#)

1008.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp
[Maxduan's solution](#)

1009.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Maxduan's solution](#)

1010.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[Maxduan's solution](#)

1011.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings
[Maxduan's solution](#)

1012.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[Maxduan's solution](#)

1013.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[Maxduan's solution](#)

1014.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation
[Maxduan's solution](#)

1015.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[Maxduan's solution](#)

1016.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[Maxduan's solution](#)

1017.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Maxduan's solution](#)**1018.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Maxduan's solution](#)**1019.**

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Maxduan's solution](#)**1020.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Maxduan's solution](#)**1021.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Maxduan's solution](#)**1022.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Maxduan's solution](#)**1023.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Maxduan's solution](#)**1024.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Maxduan's solution](#)**1025.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Maxduan's solution](#)**1026.**

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Maxduan's solution](#)

1027.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Maxduan's solution](#)

1028.

2027D2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Maxduan's solution](#)

1029.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[Maxduan's solution](#)

1030.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Maxduan's solution](#)

1031.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Maxduan's solution](#)

1032.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Maxduan's solution](#)

1033.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Maxduan's solution](#)

1034.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Maxduan's solution](#)

1035.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Maxduan's solution](#)

1036.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Maxduan's solution](#)

1037.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Maxduan's solution](#)

1038.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Maxduan's solution](#)

1039.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Maxduan's solution](#)

1040.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[Maxduan's solution](#)

1041.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[Maxduan's solution](#)

1042.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Maxduan's solution](#)

1043.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2200 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Maxduan's solution](#)

1044.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Maxduan's solution](#)

1045.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Maxduan's solution](#)

1046.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Maxduan's solution](#)

1047.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Maxduan's solution](#)

1048.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Maxduan's solution](#)

1049.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Maxduan's solution](#)

1050.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Maxduan's solution](#)

1051.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Maxduan's solution](#)

1052.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[Maxduan's solution](#)

1053.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Maxduan's solution](#)

1054.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Maxduan's solution](#)

1055.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Maxduan's solution](#)

1056.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Maxduan's solution](#)

1057.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths

[Maxduan's solution](#)

1058.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Maxduan's solution](#)

1059.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

1060.

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Maxduan's solution](#)

1061.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Maxduan's solution](#)

1062.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Maxduan's solution](#)

1063.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Maxduan's solution](#)

1064.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Maxduan's solution](#)

1065.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Maxduan's solution](#)

1066.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, probabilities

[Maxduan's solution](#)

1067.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Maxduan's solution](#)

1068.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: *special

[Maxduan's solution](#)

1069.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Maxduan's solution](#)

1070.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Maxduan's solution](#)

1071.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[Maxduan's solution](#)

1072.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[Maxduan's solution](#)

1073.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Maxduan's solution](#)

1074.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Maxduan's solution](#)

1075.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Maxduan's solution](#)

1076.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Maxduan's solution](#)

1077.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Maxduan's solution](#)

1078.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[Maxduan's solution](#)

1079.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Maxduan's solution](#)

1080.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Maxduan's solution](#)

1081.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Maxduan's solution](#)

1082.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Maxduan's solution](#)

1083.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Maxduan's solution](#)

1084.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Maxduan's solution](#)

1085.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, sortings

[Maxduan's solution](#)

1086.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Maxduan's solution](#)

1087.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu

[Maxduan's solution](#)

1088.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Maxduan's solution](#)

1089.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Maxduan's solution](#)

1090.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[Maxduan's solution](#)

1091.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Maxduan's solution](#)

1092.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

1093.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[Maxduan's solution](#)

1094.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Maxduan's solution](#)

1095.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Maxduan's solution](#)

1096.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Maxduan's solution](#)

1097.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Maxduan's solution](#)

1098.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Maxduan's solution](#)

1099.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Maxduan's solution](#)

1100.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Maxduan's solution](#)

1101.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Maxduan's solution](#)

1102.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Maxduan's solution](#)

1103.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Maxduan's solution](#)

1104.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Maxduan's solution](#)

1105.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Maxduan's solution](#)

1106.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings

[Maxduan's solution](#)

1107.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Maxduan's solution](#)

1108.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Maxduan's solution](#)

1109.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Maxduan's solution](#)

1110.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Maxduan's solution](#)

1111.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[Maxduan's solution](#)

1112.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[Maxduan's solution](#)

1113.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[Maxduan's solution](#)

1114.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[Maxduan's solution](#)

1115.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[Maxduan's solution](#)

1116.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, math, shortest

paths

[Maxduan's solution](#)

1117.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[Maxduan's solution](#)

1118.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Maxduan's solution](#)

1119.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Maxduan's solution](#)

1120.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, strings

[Maxduan's solution](#)

1121.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Maxduan's solution](#)

1122.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy

[Maxduan's solution](#)

1123.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[Maxduan's solution](#)

1124.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Maxduan's solution](#)

1125.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Maxduan's solution](#)

1126.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Maxduan's solution](#)

1127.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[Maxduan's solution](#)

1128.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[Maxduan's solution](#)

1129.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Maxduan's solution](#)

1130.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Maxduan's solution](#)

1131.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Maxduan's solution](#)

1132.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Maxduan's solution](#)

1133.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Maxduan's solution](#)

1134.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Maxduan's solution](#)

1135.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[Maxduan's solution](#)

1136.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Maxduan's solution](#)

1137.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Maxduan's solution](#)

1138.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Maxduan's solution](#)

1139.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Maxduan's solution](#)

1140.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[Maxduan's solution](#)

1141.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[Maxduan's solution](#)

1142.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[Maxduan's solution](#)

1143.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Maxduan's solution](#)

1144.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Maxduan's solution](#)

1145.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Maxduan's solution](#)

1146.

1929E

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

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Maxduan's solution](#)

1147.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Maxduan's solution](#)

1148.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Maxduan's solution](#)

1149.

1849E

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

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Maxduan's solution](#)

1150.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

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1151.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-28 · last AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

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1152.

1798E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

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1153.

1200F

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Quality: 1,163 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

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1154.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

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1155.

2041H

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Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

1156.

1988E

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Quality: 1,791 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

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1157.

1989E

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Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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1158.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

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1159.

2002E

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Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

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1160.

2006C

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1161.

2066C

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Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Maxduan's solution](#)

1162.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Maxduan's solution](#)

1163.

2063E

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Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Maxduan's solution](#)

1164.

1699D

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Quality: 3,515 global accepts · Rating: 2300 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Maxduan's solution](#)

1165.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Maxduan's solution](#)

1166.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, fft, math

[Maxduan's solution](#)

1167.

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

[Maxduan's solution](#)

1168.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Maxduan's solution](#)

1169.

451E

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Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[Maxduan's solution](#)

1170.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory, two pointers

[Maxduan's solution](#)

1171.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[Maxduan's solution](#)

1172.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Maxduan's solution](#)

1173.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Maxduan's solution](#)

1174.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Maxduan's solution](#)

1175.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks,

combinatorics, dp, math

[Maxduan's solution](#)

1176.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Maxduan's solution](#)

1177.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Maxduan's solution](#)

1178.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Maxduan's solution](#)

1179.

438D

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Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Maxduan's solution](#)

1180.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Maxduan's solution](#)

1181.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

1182.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Maxduan's solution](#)

1183.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Maxduan's solution](#)

1184.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Maxduan's solution](#)

1185.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Maxduan's solution](#)

1186.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Maxduan's solution](#)

1187.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Maxduan's solution](#)

1188.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Maxduan's solution](#)

1189.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Maxduan's solution](#)

1190.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Maxduan's solution](#)

1191.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Maxduan's solution](#)

1192.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Maxduan's solution](#)

1193.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Maxduan's solution](#)

1194.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Maxduan's solution](#)

1195.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Maxduan's solution](#)

1196.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[Maxduan's solution](#)

1197.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[Maxduan's solution](#)

1198.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[Maxduan's solution](#)

1199.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[Maxduan's solution](#)

1200.

1886E

[IWanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Maxduan's solution](#)

1201.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Maxduan's solution](#)

1202.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Maxduan's solution](#)

1203.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

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1204.

1392F

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Quality: 2,403 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

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1205.

1408E

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Quality: 2,184 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

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1206.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Maxduan's solution](#)

1207.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Maxduan's solution](#)

1208.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Maxduan's solution](#)

1209.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[Maxduan's solution](#)

1210.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Maxduan's solution](#)

1211.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Maxduan's solution](#)

1212.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Maxduan's solution](#)

1213.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Maxduan's solution](#)

1214.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Maxduan's solution](#)

1215.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Maxduan's solution](#)

1216.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Maxduan's solution](#)

1217.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Maxduan's solution](#)

1218.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Maxduan's solution](#)

1219.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Maxduan's solution](#)

1220.

1184E3

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

Quality: 667 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Maxduan's solution](#)

1221.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[Maxduan's solution](#)

1222.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[Maxduan's solution](#)

1223.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Maxduan's solution](#)

1224.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Maxduan's solution](#)

1225.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Maxduan's solution](#)

1226.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Maxduan's solution](#)

1227.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Maxduan's solution](#)

1228.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Maxduan's solution](#)

1229.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Maxduan's solution](#)

1230.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Maxduan's solution](#)

1231.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Maxduan's solution](#)

1232.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Maxduan's solution](#)

1233.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[Maxduan's solution](#)

1234.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, trees
[Maxduan's solution](#)

1235.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[Maxduan's solution](#)

1236.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[Maxduan's solution](#)

1237.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[Maxduan's solution](#)

1238.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[Maxduan's solution](#)

1239.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[Maxduan's solution](#)

1240.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[Maxduan's solution](#)

1241.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[Maxduan's solution](#)

1242.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
[Maxduan's solution](#)

1243.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures,

divide and conquer, strings, trees

[Maxduan's solution](#)

1244.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Maxduan's solution](#)

1245.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Maxduan's solution](#)

1246.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Maxduan's solution](#)

1247.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Maxduan's solution](#)

1248.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Maxduan's solution](#)

1249.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Maxduan's solution](#)

1250.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Maxduan's solution](#)

1251.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Maxduan's solution](#)

1252.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Maxduan's solution](#)

1253.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Maxduan's solution](#)

1254.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Maxduan's solution](#)

1255.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Maxduan's solution](#)

1256.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Maxduan's solution](#)

1257.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Maxduan's solution](#)

1258.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Maxduan's solution](#)

1259.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Maxduan's solution](#)

1260.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

1261.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Maxduan's solution](#)

1262.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Maxduan's solution](#)

1263.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[Maxduan's solution](#)

1264.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Maxduan's solution](#)

1265.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Maxduan's solution](#)

1266.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

1267.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Maxduan's solution](#)

1268.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Maxduan's solution](#)

1269.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Maxduan's solution](#)

1270.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Maxduan's solution](#)

1271.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Maxduan's solution](#)

1272.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Maxduan's solution](#)

1273.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Maxduan's solution](#)

1274.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Maxduan's solution](#)

1275.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Maxduan's solution](#)

1276.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Maxduan's solution](#)

1277.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Maxduan's solution](#)

1278.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Maxduan's solution](#)

1279.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Maxduan's solution](#)

1280.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dsu, string suffix structures, strings

[Maxduan's solution](#)

1281.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Maxduan's solution](#)

1282.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Maxduan's solution](#)

1283.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Maxduan's solution](#)

1284.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Maxduan's solution](#)

1285.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Maxduan's solution](#)

1286.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Maxduan's solution](#)

1287.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-21 · last AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[Maxduan's solution](#)

1288.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Maxduan's solution](#)

1289.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Maxduan's solution](#)

1290.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Maxduan's solution](#)

1291.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Maxduan's solution](#)

1292.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Maxduan's solution](#)

1293.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Maxduan's solution](#)

1294.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Maxduan's solution](#)

1295.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Maxduan's solution](#)

1296.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Maxduan's solution](#)

1297.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Maxduan's solution](#)

1298.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[Maxduan's solution](#)

1299.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

1300.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Maxduan's solution](#)

1301.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Maxduan's solution](#)

1302.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Maxduan's solution](#)

1303.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[Maxduan's solution](#)

1304.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Maxduan's solution](#)

1305.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Maxduan's solution](#)

1306.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Maxduan's solution](#)

1307.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Maxduan's solution](#)

1308.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[Maxduan's solution](#)

1309.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Maxduan's solution](#)

1310.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Maxduan's solution](#)

1311.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Maxduan's solution](#)

1312.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data

structures, dfs and similar, greedy, math, sortings

[Maxduan's solution](#)

1313.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Maxduan's solution](#)

1314.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-08-23 · last AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities

[Maxduan's solution](#)

1315.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Maxduan's solution](#)

1316.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Maxduan's solution](#)

1317.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[Maxduan's solution](#)

1318.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Maxduan's solution](#)

1319.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Maxduan's solution](#)

1320.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Maxduan's solution](#)

1321.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[Maxduan's solution](#)

1322.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[Maxduan's solution](#)

1323.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

1324.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[Maxduan's solution](#)

1325.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Maxduan's solution](#)

1326.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Maxduan's solution](#)

1327.

1973E

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[Maxduan's solution](#)

1328.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Maxduan's solution](#)

1329.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Maxduan's solution](#)

1330.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Maxduan's solution](#)

1331.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Maxduan's solution](#)

1332.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

1333.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Maxduan's solution](#)

1334.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Maxduan's solution](#)

1335.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Maxduan's solution](#)

1336.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-29 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Maxduan's solution](#)

1337.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Maxduan's solution](#)

1338.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[Maxduan's solution](#)

1339.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Maxduan's solution](#)

1340.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Maxduan's solution](#)

1341.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[Maxduan's solution](#)

1342.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Maxduan's solution](#)

1343.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Maxduan's solution](#)

1344.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Maxduan's solution](#)

1345.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[Maxduan's solution](#)

1346.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Maxduan's solution](#)

1347.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Maxduan's solution](#)

1348.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Maxduan's solution](#)

1349.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Maxduan's solution](#)

1350.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Maxduan's solution](#)

1351.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp,

implementation, sortings

[Maxduan's solution](#)

1352.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Maxduan's solution](#)

1353.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Maxduan's solution](#)

1354.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Maxduan's solution](#)

1355.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer

[Maxduan's solution](#)

1356.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Maxduan's solution](#)

1357.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Maxduan's solution](#)

1358.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Maxduan's solution](#)

1359.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Maxduan's solution](#)

1360.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Maxduan's solution](#)

1361.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, greedy, implementation, shortest paths, trees

[Maxduan's solution](#)

1362.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[Maxduan's solution](#)

1363.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Maxduan's solution](#)

1364.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Maxduan's solution](#)

1365.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[Maxduan's solution](#)

1366.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Maxduan's solution](#)

1367.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Maxduan's solution](#)

1368.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, trees

[Maxduan's solution](#)

1369.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[Maxduan's solution](#)

1370.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Maxduan's solution](#)

1371.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[Maxduan's solution](#)

1372.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Maxduan's solution](#)

1373.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Maxduan's solution](#)

1374.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Maxduan's solution](#)

1375.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Maxduan's solution](#)

1376.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Maxduan's solution](#)

1377.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Maxduan's solution](#)

1378.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[Maxduan's solution](#)

1379.

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: math, string suffix structures

[Maxduan's solution](#)

1380.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Maxduan's solution](#)

1381.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Maxduan's solution](#)

1382.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Maxduan's solution](#)

1383.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Maxduan's solution](#)

1384.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Maxduan's solution](#)

1385.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Maxduan's solution](#)

1386.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Maxduan's solution](#)

1387.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Maxduan's solution](#)

1388.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Maxduan's solution](#)

1389.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Maxduan's solution](#)

1390.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Maxduan's solution](#)

1391.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Maxduan's solution](#)

1392.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Maxduan's solution](#)

1393.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Maxduan's solution](#)

1394.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[Maxduan's solution](#)

1395.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Maxduan's solution](#)

1396.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Maxduan's solution](#)

1397.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Maxduan's solution](#)

1398.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[Maxduan's solution](#)

1399.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Maxduan's solution](#)

1400.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Maxduan's solution](#)

1401.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[Maxduan's solution](#)

1402.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Maxduan's solution](#)

1403.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Maxduan's solution](#)

1404.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Maxduan's solution](#)

1405.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Maxduan's solution](#)

1406.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Maxduan's solution](#)

1407.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[Maxduan's solution](#)

1408.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Maxduan's solution](#)

1409.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Maxduan's solution](#)

1410.

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · Go (first AC) · Tags: binary search, interactive

[Maxduan's solution](#)

1411.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: — · first AC: 2026-04-16 · Go (first AC) · Tags: greedy

[Maxduan's solution](#)

1412.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,106 global accepts · Rating: — · first AC: 2026-04-16 · Go (first AC) · Tags: greedy, sortings

[Maxduan's solution](#)

1413.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1414.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1415.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1416.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1417.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1418.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[Maxduan's solution](#)

1419.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1420.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1421.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1422.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1423.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1424.

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[Rise of Shadows](#) · [Tutorial](#)

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1425.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

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1426.

103202G

[The Witchwood](#) · [Tutorial](#)

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1427.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1428.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1429.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1430.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1431.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1432.

103427L

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

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1433.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1434.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1435.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1436.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1437.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1438.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1439.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1440.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1441.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1442.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1443.

104976B

[Festival Decorating](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1444.

104857L

[Information Spread](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1445.

104857K

[Campus Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1446.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1447.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1448.

105540L

[The Tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1449.

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1450.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1451.

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · PyPy 3-64 (first AC) · Tags: —

[Maxduan's solution](#)

1452.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1453.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1454.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1455.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1456.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1457.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1458.

105891M

[Nightmare](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1459.

105891F

[LOCK S](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1460.

105891E

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1461.

105891D

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1462.

105891K

[Welfare](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1463.

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1464.

105891J

[Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: —

[Maxduan's solution](#)

1465.

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1466.

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1467.

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1468.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1469.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1470.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1471.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1472.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1473.

105945H

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

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1474.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1475.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1476.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1477.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1478.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1479.

105930F

[ACE String](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1480.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1481.

105930H

[Minimum Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1482.

105930E

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1483.

105930A

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

Rating: — · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1484.

105930D

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

Rating: — · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1485.

105930L

[Stella](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maxduan's solution](#)

1486.

105949K

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

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1487.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1488.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1489.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1490.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1491.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1492.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1493.

105992C

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1494.

105992K

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1495.

105992A

[Rtorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1496.

105992J

[uTW](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1497.

105992I

[wTw](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1498.

105992E

[Djangle v. Tepin-Óg,,](#)

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1499.

105992M

[TIOG h8](#)

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1500.

105992G

[w6+5 Tutorial](#)

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1501.

105992D

[N to S2](#)

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1502.

105992H

[V b 112.5 Tutorial](#)

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1503.

105887G

[LCA l& MST · Tutorial](#)

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1504.

105887E

[Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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1505.

105887J

[RGB h Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1506.

105887B

[R Tutorial](#)

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1507.

105887C

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1508.

105887H

[PC Tutorial](#)

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1509.

105887L

[h Tutorial](#)

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1510.

105887A

[vif from GPA ~Üv,,](#)

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1511.

105887F

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1512.

105977F

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1513.

105977I

[Riptorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1514.

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Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1516.

105977C

[N-OMep](#)

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[O Teprial](#)

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[Maxduan's solution](#)

1518.

105977J

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[Maxduan's solution](#)

1519.

105977K

[VERTeX · Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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1520.

105977G

[p'e150K](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1521.

105977M

[•60Etrial](#)

Rating: — · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1522.

105922I

[Black and White Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1523.

105922B

[Triangle Uika](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1524.

105922L

[Good Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1525.

105922H

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

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1526.

105922C

[SSPPSPSP](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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1527.

105922G

[Rock-Paper-Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1528.

105922D

[Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

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1529.

105922J

[Odd-Even Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1530.

105922F

[Ever Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1531.

105924B

[Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1532.

105924E

[Tutorial](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1533.

105924L

[ojTutorial](#)

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[Maxduan's solution](#)

1534.

105924F

[AtWqSi~!a](#)

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[Maxduan's solution](#)

1535.

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Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

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105924K

[@Oaia8b](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

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[GD~EgqM\[žšŒ\[▯](#)

Rating: — · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1538.

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1541.

105909B

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1542.

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1543.

105909C

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1544.

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1545.

105909G

[Tutorial](#)

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1546.

105909D

[Tutorial](#)

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1547.

105909E

[Tutorial](#)

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1548.

105909A

[Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1549.

105909F

[Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1550.

105909J

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1551.

105909M

[Tutorial](#)

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1552.

105909K

[Tutorial](#)

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1553.

105909H

[What is all you need? · Tutorial](#)

Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1554.

105901J

[Dictionary · Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1555.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1556.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1557.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1558.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1559.

105901A

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Rating: — · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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1560.

104857B

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Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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1561.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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1562.

104857J

[Takeout Delivering](#) · [Tutorial](#)

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1563.

104857C

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

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1564.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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1565.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1566.

104857F

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

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1567.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1568.

105851D

[g \ LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1569.

105851H

[LinkN](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1570.

105851I

[g \ LCM](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1571.

105851E

[^ \ nWAP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1572.

105851G

[..Spoke](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1573.

105851C

[x \ Tutorial](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1574.

105851A

[R - d01n2](#)

Rating: — · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1575.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1576.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1577.

104651J

[Find the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1578.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1579.

105471A

[An Easy Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1580.

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1581.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1582.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1583.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[Maxduan's solution](#)

1584.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1585.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1586.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1587.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1588.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1589.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1590.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1591.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1592.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1593.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1594.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1595.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1596.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1597.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1598.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1599.

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1600.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1601.

105657M

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

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1602.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1603.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1604.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1605.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1606.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1607.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1608.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —

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1609.

105633B

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[Maxduan's solution](#)

1610.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

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1611.

105631F

[Finding Maxi-strings](#) · [Tutorial](#)

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1612.

105631J

[Jazz Music from the Er-th](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1613.

105631C

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

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1614.

105631K

[King of Card Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1615.

105631L

[LCM and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1616.

105631D

[Depths of Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1617.

105631E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1618.

105631A

[Anniversary Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1619.

104008J

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

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1620.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1621.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1622.

104008C

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

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1623.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1624.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1625.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1626.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1627.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1628.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1629.

105588M

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

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1630.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1631.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1632.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1633.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1634.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1635.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1636.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1637.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1638.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1639.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1640.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1641.

104172L

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

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1642.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1643.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1644.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1645.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1646.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1647.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1648.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1649.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1650.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1651.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1652.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1653.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1654.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1655.

105459J

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Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1656.

105459G

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Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1657.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

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1658.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1659.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1660.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1661.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1662.

105487G

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

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1663.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1664.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1665.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1666.

105481K

[Sieve](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1667.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1668.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1669.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1670.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1671.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1672.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · last AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1673.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1674.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1675.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1676.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1677.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1678.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1679.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1680.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1681.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1682.

105434G

[Mobiuspv, Tgrh](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1683.

105434C

[LCT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1684.

105434E

[HoMaCoMoHa!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1685.

105434I

[n! & e](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1686.

105434K

[agKc N Y \(a\) W \(Ž « T](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1698.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1699.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1700.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1701.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1702.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1703.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1704.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1705.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1706.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1707.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1708.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1709.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1710.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1711.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1712.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1713.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1714.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1715.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1716.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1717.

104611K

[kōnō](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1718.

104611I

[hard math](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1719.

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1720.

104611F

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1721.

104611A

[Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1722.

105231B

[Magic Leeks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1723.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1724.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1725.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1726.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1727.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1728.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1729.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1730.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1731.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1732.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1733.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · last AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1734.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Maxduan's solution](#)

1735.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1736.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1737.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1738.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1739.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1740.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1741.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1742.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1743.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1744.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1745.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1746.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1747.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1748.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1749.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1750.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1751.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1752.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1753.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1754.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1755.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Maxduan's solution](#)

1756.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1757.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1758.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1759.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1760.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1761.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1762.

103409D

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

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1763.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1764.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1765.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1766.

105112H

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1767.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1768.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1769.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1770.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1771.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1772.

104461G

[Yet Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1773.

104461F

[Heap Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1774.

104461E

[Seven Segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1775.

104461C

[What Kind of Friends Are You?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1776.

104461D

[Let's Chat](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1777.

104461B

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

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1778.

104461A

[Cooking Competition](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1779.

105336I

[b-Turn](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1780.

105336J

[b-Turn](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1781.

105336G

[u-Traffic Qm](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1782.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Maxduan's solution](#)

1783.

105143E

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105143D

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105143F

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1786.

105143K

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Rating: — · first AC: 2024-06-07 · last AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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1787.

105143B

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1788.

105143I

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1789.

104813G

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Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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1791.

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[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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1792.

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[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

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1794.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

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1795.

105163C

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Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

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1796.

105163G

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Rating: — · first AC: 2024-08-10 · last AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1797.

105163F

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Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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1798.

105163K

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1799.

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105163D

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Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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105257L

[Chess](#) · [Tutorial](#)

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1804.

105257C

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1806.

105257G

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1807.

105257F

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105257A

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Rating: — · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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105222H

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105229L

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1816.

105229K

[eōQbrial](#)

Rating: — · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1817.

105229F

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1818.

105229D

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1819.

105229G

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1820.

105229A

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1821.

105229J

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105229E

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105173L

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1825.

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1826.

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103446D

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103446E

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1847.

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1848.

103941C

[Serval v. Tōsin/ThH](#)

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103941H

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1850.

103941J

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1851.

103941G

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1852.

103941F

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1853.

103941E

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1854.

103941A

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102770B

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1859.

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104363I

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104363E

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1862.

104363F

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1863.

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105104D

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1875.

104385L

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1876.

103687M

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103687G

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104354K

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104354B

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104337H

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