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Unique solved — MinaRagy06

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

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1.

2120A

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2.

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4.

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2075A

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6.

2064A

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7.

2062A

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2063A

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9.

2061A

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10.

2048A

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11.

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12.

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13.

2039A

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1764A

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17.

2037A

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1774A

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1984A

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26.

1975A

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27.

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28.

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29.

1969A

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30.

1966A

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31.

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33.

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34.

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51.

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52.

1896A

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53.

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66.

1822B

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68.

1797A

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69.

1814A

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70.

1805B

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71.

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1810B

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1810A
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1778A
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1783A
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1763A
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1772B
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1772A
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95.

1767B

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1767A

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97.

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98.

1766A

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99.

1758A

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100.

1761A

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101.

1750B

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Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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102.

1750A

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

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103.

1747A

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104.

1740B

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105.

1740A

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106.

1749A

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107.

1736A

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108.

1735A

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109.

1739A

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110.

1728B

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111.

1728A

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112.

1722C

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Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

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113.

1722B

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114.

1722A

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1715A

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116.

1719B

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117.

1719A

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1712B

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1712A

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1713A

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121.

1716A

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122.

1716B

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1714C

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124.

1714B

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125.

1709A

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126.

1708A

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127.

1703C

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128.

1703B

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1703A

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130.

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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1701A

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132.

1699A

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133.

1698B

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134.

1698A

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1696A

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1695A

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137.

1692C

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138.

1692B

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1281A

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931A

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1697A

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143.

950A

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1689A

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145.

1690C

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146.

1690B

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147.

1690A

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1688B

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1688A

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152.

1681B

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153.

1581A

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154.

1676C

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1676B

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156.

1676A

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157.

1675A

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1674B

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1674A

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160.

1669C

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161.

1669B

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1669A

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1661A

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1665A

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1660B

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1660A

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167.

1658A

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1658B

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169.

1657A

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1647A

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1651B

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173.

1651A

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174.

1650A

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1646B

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1646A

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177.

1644B

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1644A

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1629B

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1629A

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182.

1624A

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183.

236A

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184.

1623A

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185.

1617A

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186.

1618A

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187.

266A

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188.

1591A

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189.

1358A

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190.

381A

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191.

50A

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192.

282A

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193.

791A

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[MinaRagy06's solution](#)

194.

734A

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[MinaRagy06's solution](#)

195.

41A

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196.

281A

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197.

112A

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

Quality: 287,320 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MinaRagy06's solution](#)

198.

1614A

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

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[MinaRagy06's solution](#)

199.

1611B

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

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[MinaRagy06's solution](#)

200.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MinaRagy06's solution](#)

201.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,092 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

202.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[MinaRagy06's solution](#)

203.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[MinaRagy06's solution](#)

204.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

205.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,956 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

206.

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[MinaRagy06's solution](#)

207.

1598A

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Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[MinaRagy06's solution](#)

208.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

209.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

210.

1594A

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

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[MinaRagy06's solution](#)

211.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[MinaRagy06's solution](#)

212.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,154 global accepts · Rating: 800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[MinaRagy06's solution](#)

213.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,956 global accepts · Rating: 800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[MinaRagy06's solution](#)

214.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

215.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[MinaRagy06's solution](#)

216.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

217.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,226 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[MinaRagy06's solution](#)

218.

1367A

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Quality: 67,714 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MinaRagy06's solution](#)

219.

1335A

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

Quality: 104,818 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[MinaRagy06's solution](#)

220.

71A

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

Quality: 503,391 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[MinaRagy06's solution](#)

221.

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MinaRagy06's solution](#)

222.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[MinaRagy06's solution](#)

223.

1560A

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

Quality: 73,519 global accepts · Rating: 800 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

224.

1551A

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

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MinaRagy06's solution](#)

225.

1512A

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Quality: 80,127 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[MinaRagy06's solution](#)

226.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MinaRagy06's solution](#)

227.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-05-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[MinaRagy06's solution](#)

228.

2062B

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

[MinaRagy06's solution](#)

229.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MinaRagy06's solution](#)

230.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · last AC: 2024-11-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[MinaRagy06's solution](#)

231.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[MinaRagy06's solution](#)

232.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MinaRagy06's solution](#)

233.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[MinaRagy06's solution](#)

234.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[MinaRagy06's solution](#)

235.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[MinaRagy06's solution](#)

236.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[MinaRagy06's solution](#)

237.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[MinaRagy06's solution](#)

238.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[MinaRagy06's solution](#)

239.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[MinaRagy06's solution](#)

240.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[MinaRagy06's solution](#)

241.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
[MinaRagy06's solution](#)

242.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[MinaRagy06's solution](#)

243.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[MinaRagy06's solution](#)

244.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[MinaRagy06's solution](#)

245.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[MinaRagy06's solution](#)

246.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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247.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[MinaRagy06's solution](#)

248.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

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249.

1758B

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250.

1747B

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Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MinaRagy06's solution](#)

251.

1749B

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Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

252.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[MinaRagy06's solution](#)

253.

1735B

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Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MinaRagy06's solution](#)

254.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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255.

1714A

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Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[MinaRagy06's solution](#)

256.

1709B

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Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

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257.

1699B

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Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[MinaRagy06's solution](#)

258.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

259.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[MinaRagy06's solution](#)

260.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[MinaRagy06's solution](#)

261.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,911 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[MinaRagy06's solution](#)

262.

1095B

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Quality: 24,341 global accepts · Rating: 900 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

263.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[MinaRagy06's solution](#)

264.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[MinaRagy06's solution](#)

265.

1505A

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Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[MinaRagy06's solution](#)

266.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[MinaRagy06's solution](#)

267.

1591B

[Array Eversion](#) · [Tutorial](#)

Quality: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

268.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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269.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[MinaRagy06's solution](#)

270.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,595 global accepts · Rating: 900 · first AC: 2021-09-01 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[MinaRagy06's solution](#)

271.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[MinaRagy06's solution](#)

272.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[MinaRagy06's solution](#)

273.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: strings

[MinaRagy06's solution](#)

274.

1582B

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

Quality: 33,376 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[MinaRagy06's solution](#)

275.

1593B

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Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[MinaRagy06's solution](#)

276.

96A

[Football](#) · [Tutorial](#)

Quality: 193,686 global accepts · Rating: 900 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[MinaRagy06's solution](#)

277.

2120B

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Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[MinaRagy06's solution](#)

278.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-05-16 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[MinaRagy06's solution](#)

279.

2034B

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Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[MinaRagy06's solution](#)

280.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[MinaRagy06's solution](#)

281.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[MinaRagy06's solution](#)

282.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[MinaRagy06's solution](#)

283.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

284.

1975B

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

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[MinaRagy06's solution](#)

285.

1968C

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

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[MinaRagy06's solution](#)

286.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[MinaRagy06's solution](#)

287.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,281 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[MinaRagy06's solution](#)

288.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[MinaRagy06's solution](#)

289.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[MinaRagy06's solution](#)

290.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[MinaRagy06's solution](#)

291.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[MinaRagy06's solution](#)

292.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[MinaRagy06's solution](#)

293.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[MinaRagy06's solution](#)

294.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[MinaRagy06's solution](#)

295.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[MinaRagy06's solution](#)

296.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[MinaRagy06's solution](#)

297.

1770A

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298.

1772C

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1766B

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1761B

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302.

1695B

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1474B

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304.

804A

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305.

1107B

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306.

1430C

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1690D

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308.

1676D

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309.

1674C

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310.

58A

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311.

979A

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312.

118A

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313.

122A

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1362A

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315.

1A

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316.

1607C

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317.

1374C

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2169B

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2084B

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2086B

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321.

2064B

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322.

2063B

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324.

1997B

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[MinaRagy06's solution](#)

325.

2025B

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[MinaRagy06's solution](#)

326.

1994B

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327.

1984B

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Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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328.

1966B

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329.

1957B

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[MinaRagy06's solution](#)

330.

1942B

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331.

1948B

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1923B

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333.

1921D

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334.

1920B

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335.

1917B

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336.

1905B

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337.

1904B

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338.

1902B

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339.

1901B

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340.

1891B

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341.

1867B

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342.

1797B

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343.

1787B

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344.

1780B

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345.

1783B

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[MinaRagy06's solution](#)

346.

1731B

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347.

1762B

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348.

1739B

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[MinaRagy06's solution](#)

349.

1726B

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350.

1722D

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351.

1712C

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352.

1708B

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353.

1703D

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354.

1692D

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355.

1676E

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356.

1675C

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357.

1669F

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358.

1669D

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359.

1594B

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1624C

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361.

651A

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362.

1472C

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363.

1360C

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364.

1365A

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365.

1606B

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366.

1334B

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367.

2062C

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368.

2048C

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369.

2039C1

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370.

2002C

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371.

1987C

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372.

1989B

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373.

1982C

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374.

1982B

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375.

1975C

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376.

1954B

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[MinaRagy06's solution](#)

377.

1954C

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Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[MinaRagy06's solution](#)

378.

1951B

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379.

1934B

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380.

1860B

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[MinaRagy06's solution](#)

381.

1928B

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382.

1922B

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383.

1909B

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384.

1903B

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385.

1886B

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386.

1870B

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387.

1822D

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388.

1792B

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389.

1763B

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[MinaRagy06's solution](#)

390.

1747C

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Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

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391.

1736B

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392.

1713C

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393.

1703E

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[MinaRagy06's solution](#)

394.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[MinaRagy06's solution](#)

395.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[MinaRagy06's solution](#)

396.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[MinaRagy06's solution](#)

397.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[MinaRagy06's solution](#)

398.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[MinaRagy06's solution](#)

399.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[MinaRagy06's solution](#)

400.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[MinaRagy06's solution](#)

401.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[MinaRagy06's solution](#)

402.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[MinaRagy06's solution](#)

403.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[MinaRagy06's solution](#)

404.

459A

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

Quality: 36,410 global accepts · Rating: 1200 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

405.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,033 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[MinaRagy06's solution](#)

406.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[MinaRagy06's solution](#)

407.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MinaRagy06's solution](#)

408.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[MinaRagy06's solution](#)

409.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[MinaRagy06's solution](#)

410.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings

[MinaRagy06's solution](#)

411.

1355A

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

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2021-09-01 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[MinaRagy06's solution](#)

412.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[MinaRagy06's solution](#)

413.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[MinaRagy06's solution](#)

414.

1339B

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

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[MinaRagy06's solution](#)

415.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers
[MinaRagy06's solution](#)

416.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[MinaRagy06's solution](#)

417.

2086C

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

Quality: 16,129 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
[MinaRagy06's solution](#)

418.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[MinaRagy06's solution](#)

419.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[MinaRagy06's solution](#)

420.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[MinaRagy06's solution](#)

421.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[MinaRagy06's solution](#)

422.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
[MinaRagy06's solution](#)

423.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings
[MinaRagy06's solution](#)

424.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[MinaRagy06's solution](#)

425.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[MinaRagy06's solution](#)

426.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[MinaRagy06's solution](#)

427.

1973B

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

Quality: 16,831 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
[MinaRagy06's solution](#)

428.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[MinaRagy06's solution](#)

429.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[MinaRagy06's solution](#)

430.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[MinaRagy06's solution](#)

431.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 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
[MinaRagy06's solution](#)

432.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[MinaRagy06's solution](#)

433.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[MinaRagy06's solution](#)

434.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[MinaRagy06's solution](#)

435.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[MinaRagy06's solution](#)

436.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[MinaRagy06's solution](#)

437.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[MinaRagy06's solution](#)

438.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[MinaRagy06's solution](#)

439.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[MinaRagy06's solution](#)

440.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[MinaRagy06's solution](#)

441.

1794C

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

Quality: 22,088 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[MinaRagy06's solution](#)

442.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[MinaRagy06's solution](#)

443.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[MinaRagy06's solution](#)

444.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[MinaRagy06's solution](#)

445.

1737B

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

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

[MinaRagy06's solution](#)

446.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[MinaRagy06's solution](#)

447.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[MinaRagy06's solution](#)

448.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings

[MinaRagy06's solution](#)

449.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[MinaRagy06's solution](#)

450.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[MinaRagy06's solution](#)

451.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2022-04-19 · last AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[MinaRagy06's solution](#)

452.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[MinaRagy06's solution](#)

453.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[MinaRagy06's solution](#)

454.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees
[MinaRagy06's solution](#)

455.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[MinaRagy06's solution](#)

456.

1668C

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

Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[MinaRagy06's solution](#)

457.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[MinaRagy06's solution](#)

458.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[MinaRagy06's solution](#)

459.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[MinaRagy06's solution](#)

460.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[MinaRagy06's solution](#)

461.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[MinaRagy06's solution](#)

462.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[MinaRagy06's solution](#)

463.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[MinaRagy06's solution](#)

464.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[MinaRagy06's solution](#)

465.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[MinaRagy06's solution](#)

466.

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[MinaRagy06's solution](#)

467.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[MinaRagy06's solution](#)

468.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[MinaRagy06's solution](#)

469.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[MinaRagy06's solution](#)

470.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[MinaRagy06's solution](#)

471.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[MinaRagy06's solution](#)

472.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MinaRagy06's solution](#)

473.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[MinaRagy06's solution](#)

474.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[MinaRagy06's solution](#)

475.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · last AC: 2024-11-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[MinaRagy06's solution](#)

476.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[MinaRagy06's solution](#)

477.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[MinaRagy06's solution](#)

478.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[MinaRagy06's solution](#)

479.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[MinaRagy06's solution](#)

480.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[MinaRagy06's solution](#)

481.

1966C

[Everything Nim](#) · [Tutorial](#)

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

[MinaRagy06's solution](#)

482.

1860C

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

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[MinaRagy06's solution](#)

483.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[MinaRagy06's solution](#)

484.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[MinaRagy06's solution](#)

485.

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
[MinaRagy06's solution](#)

486.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[MinaRagy06's solution](#)

487.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[MinaRagy06's solution](#)

488.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[MinaRagy06's solution](#)

489.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[MinaRagy06's solution](#)

490.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[MinaRagy06's solution](#)

491.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[MinaRagy06's solution](#)

492.

1805C

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

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[MinaRagy06's solution](#)

493.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[MinaRagy06's solution](#)

494.

1762C

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

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[MinaRagy06's solution](#)

495.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[MinaRagy06's solution](#)

496.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[MinaRagy06's solution](#)

497.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[MinaRagy06's solution](#)

498.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[MinaRagy06's solution](#)

499.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[MinaRagy06's solution](#)

500.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[MinaRagy06's solution](#)

501.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[MinaRagy06's solution](#)

502.

1728C

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

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[MinaRagy06's solution](#)

503.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[MinaRagy06's solution](#)

504.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[MinaRagy06's solution](#)

505.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[MinaRagy06's solution](#)

506.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[MinaRagy06's solution](#)

507.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[MinaRagy06's solution](#)

508.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[MinaRagy06's solution](#)

509.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[MinaRagy06's solution](#)

510.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[MinaRagy06's solution](#)

511.

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[MinaRagy06's solution](#)

512.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 1400 · first AC: 2021-12-21 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[MinaRagy06's solution](#)

513.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[MinaRagy06's solution](#)

514.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[MinaRagy06's solution](#)

515.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[MinaRagy06's solution](#)

516.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[MinaRagy06's solution](#)

517.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[MinaRagy06's solution](#)

518.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,203 global accepts · Rating: 1400 · first AC: 2021-12-25 · last AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[MinaRagy06's solution](#)

519.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[MinaRagy06's solution](#)

520.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,956 global accepts · Rating: 1400 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MinaRagy06's solution](#)

521.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[MinaRagy06's solution](#)

522.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[MinaRagy06's solution](#)

523.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MinaRagy06's solution](#)

524.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[MinaRagy06's solution](#)

525.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[MinaRagy06's solution](#)

526.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,687 global accepts · Rating: 1400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[MinaRagy06's solution](#)

527.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[MinaRagy06's solution](#)

528.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[MinaRagy06's solution](#)

529.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[MinaRagy06's solution](#)

530.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[MinaRagy06's solution](#)

531.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[MinaRagy06's solution](#)

532.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[MinaRagy06's solution](#)

533.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[MinaRagy06's solution](#)

534.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-05-16 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers
[MinaRagy06's solution](#)

535.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[MinaRagy06's solution](#)

536.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[MinaRagy06's solution](#)

537.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[MinaRagy06's solution](#)

538.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · last AC: 2024-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[MinaRagy06's solution](#)

539.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[MinaRagy06's solution](#)

540.

1891C

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

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[MinaRagy06's solution](#)

541.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[MinaRagy06's solution](#)

542.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[MinaRagy06's solution](#)

543.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[MinaRagy06's solution](#)

544.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[MinaRagy06's solution](#)

545.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[MinaRagy06's solution](#)

546.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[MinaRagy06's solution](#)

547.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[MinaRagy06's solution](#)

548.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[MinaRagy06's solution](#)

549.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2022-06-06 · last AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[MinaRagy06's solution](#)

550.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MinaRagy06's solution](#)

551.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2022-06-19 · last AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[MinaRagy06's solution](#)

552.

1646C

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

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[MinaRagy06's solution](#)

553.

1690E

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

Quality: 16,993 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[MinaRagy06's solution](#)

554.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,937 global accepts · Rating: 1500 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[MinaRagy06's solution](#)

555.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[MinaRagy06's solution](#)

556.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[MinaRagy06's solution](#)

557.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[MinaRagy06's solution](#)

558.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[MinaRagy06's solution](#)

559.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[MinaRagy06's solution](#)

560.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, ternary search

[MinaRagy06's solution](#)

561.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[MinaRagy06's solution](#)

562.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[MinaRagy06's solution](#)

563.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[MinaRagy06's solution](#)

564.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MinaRagy06's solution](#)

565.

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

566.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[MinaRagy06's solution](#)

567.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[MinaRagy06's solution](#)

568.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[MinaRagy06's solution](#)

569.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[MinaRagy06's solution](#)

570.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[MinaRagy06's solution](#)

571.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[MinaRagy06's solution](#)

572.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[MinaRagy06's solution](#)

573.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[MinaRagy06's solution](#)

574.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[MinaRagy06's solution](#)

575.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 1500 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[MinaRagy06's solution](#)

576.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[MinaRagy06's solution](#)

577.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[MinaRagy06's solution](#)

578.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[MinaRagy06's solution](#)

579.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[MinaRagy06's solution](#)

580.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[MinaRagy06's solution](#)

581.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[MinaRagy06's solution](#)

582.

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[MinaRagy06's solution](#)

583.

2063C

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

Quality: 14,645 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

[MinaRagy06's solution](#)

584.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[MinaRagy06's solution](#)

585.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[MinaRagy06's solution](#)

586.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 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

[MinaRagy06's solution](#)

587.

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

[MinaRagy06's solution](#)

588.

2037E

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

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[MinaRagy06's solution](#)

589.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[MinaRagy06's solution](#)

590.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[MinaRagy06's solution](#)

591.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[MinaRagy06's solution](#)

592.

1537E1

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

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[MinaRagy06's solution](#)

593.

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[MinaRagy06's solution](#)

594.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MinaRagy06's solution](#)

595.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[MinaRagy06's solution](#)

596.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[MinaRagy06's solution](#)

597.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[MinaRagy06's solution](#)

598.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[MinaRagy06's solution](#)

599.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[MinaRagy06's solution](#)

600.

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[MinaRagy06's solution](#)

601.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[MinaRagy06's solution](#)

602.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[MinaRagy06's solution](#)

603.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings
[MinaRagy06's solution](#)

604.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[MinaRagy06's solution](#)

605.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[MinaRagy06's solution](#)

606.

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[MinaRagy06's solution](#)

607.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,444 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: probabilities
[MinaRagy06's solution](#)

608.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[MinaRagy06's solution](#)

609.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp
[MinaRagy06's solution](#)

610.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[MinaRagy06's solution](#)

611.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[MinaRagy06's solution](#)

612.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[MinaRagy06's solution](#)

613.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[MinaRagy06's solution](#)

614.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[MinaRagy06's solution](#)

615.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[MinaRagy06's solution](#)

616.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[MinaRagy06's solution](#)

617.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[MinaRagy06's solution](#)

618.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[MinaRagy06's solution](#)

619.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[MinaRagy06's solution](#)

620.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[MinaRagy06's solution](#)

621.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[MinaRagy06's solution](#)

622.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[MinaRagy06's solution](#)

623.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[MinaRagy06's solution](#)

624.

1395C

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

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[MinaRagy06's solution](#)

625.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[MinaRagy06's solution](#)

626.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[MinaRagy06's solution](#)

627.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[MinaRagy06's solution](#)

628.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[MinaRagy06's solution](#)

629.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[MinaRagy06's solution](#)

630.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[MinaRagy06's solution](#)

631.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[MinaRagy06's solution](#)

632.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[MinaRagy06's solution](#)

633.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[MinaRagy06's solution](#)

634.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[MinaRagy06's solution](#)

635.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[MinaRagy06's solution](#)

636.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[MinaRagy06's solution](#)

637.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[MinaRagy06's solution](#)

638.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
[MinaRagy06's solution](#)

639.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[MinaRagy06's solution](#)

640.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[MinaRagy06's solution](#)

641.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[MinaRagy06's solution](#)

642.

1321D

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

Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[MinaRagy06's solution](#)

643.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[MinaRagy06's solution](#)

644.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[MinaRagy06's solution](#)

645.

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[MinaRagy06's solution](#)

646.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[MinaRagy06's solution](#)

647.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[MinaRagy06's solution](#)

648.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[MinaRagy06's solution](#)

649.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[MinaRagy06's solution](#)

650.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[MinaRagy06's solution](#)

651.

1903D1

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

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[MinaRagy06's solution](#)

652.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[MinaRagy06's solution](#)

653.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[MinaRagy06's solution](#)

654.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Quality: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[MinaRagy06's solution](#)

655.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[MinaRagy06's solution](#)

656.

1879D

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

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[MinaRagy06's solution](#)

657.

1822G1

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

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[MinaRagy06's solution](#)

658.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[MinaRagy06's solution](#)

659.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[MinaRagy06's solution](#)

660.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[MinaRagy06's solution](#)

661.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[MinaRagy06's solution](#)

662.

1792D

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

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[MinaRagy06's solution](#)

663.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[MinaRagy06's solution](#)

664.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[MinaRagy06's solution](#)

665.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[MinaRagy06's solution](#)

666.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[MinaRagy06's solution](#)

667.

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

668.

1066E

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

Quality: 6,579 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[MinaRagy06's solution](#)

669.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[MinaRagy06's solution](#)

670.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[MinaRagy06's solution](#)

671.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[MinaRagy06's solution](#)

672.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[MinaRagy06's solution](#)

673.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu

[MinaRagy06's solution](#)

674.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[MinaRagy06's solution](#)

675.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[MinaRagy06's solution](#)

676.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,882 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[MinaRagy06's solution](#)

677.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[MinaRagy06's solution](#)

678.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math

[MinaRagy06's solution](#)

679.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2022-05-26 · last AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[MinaRagy06's solution](#)

680.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[MinaRagy06's solution](#)

681.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

682.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

683.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[MinaRagy06's solution](#)

684.

1293D

[Aroma's Search](#) · [Tutorial](#)

Quality: 1700 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[MinaRagy06's solution](#)

685.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, shortest paths

[MinaRagy06's solution](#)

686.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[MinaRagy06's solution](#)

687.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[MinaRagy06's solution](#)

688.

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[MinaRagy06's solution](#)

689.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[MinaRagy06's solution](#)

690.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[MinaRagy06's solution](#)

691.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 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

[MinaRagy06's solution](#)

692.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[MinaRagy06's solution](#)

693.

2039C2

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

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

[MinaRagy06's solution](#)

694.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[MinaRagy06's solution](#)

695.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[MinaRagy06's solution](#)

696.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[MinaRagy06's solution](#)

697.

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

[MinaRagy06's solution](#)

698.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[MinaRagy06's solution](#)

699.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[MinaRagy06's solution](#)

700.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[MinaRagy06's solution](#)

701.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[MinaRagy06's solution](#)

702.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[MinaRagy06's solution](#)

703.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[MinaRagy06's solution](#)

704.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[MinaRagy06's solution](#)

705.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[MinaRagy06's solution](#)

706.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[MinaRagy06's solution](#)

707.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[MinaRagy06's solution](#)

708.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[MinaRagy06's solution](#)

709.

1780D

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Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[MinaRagy06's solution](#)

710.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[MinaRagy06's solution](#)

711.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MinaRagy06's solution](#)

712.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[MinaRagy06's solution](#)

713.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[MinaRagy06's solution](#)

714.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[MinaRagy06's solution](#)

715.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[MinaRagy06's solution](#)

716.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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717.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1800 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

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718.

1221D

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Quality: 10,196 global accepts · Rating: 1800 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

719.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

720.

478C

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

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

721.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[MinaRagy06's solution](#)

722.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[MinaRagy06's solution](#)

723.

2064D

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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

[MinaRagy06's solution](#)

724.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MinaRagy06's solution](#)

725.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[MinaRagy06's solution](#)

726.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[MinaRagy06's solution](#)

727.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[MinaRagy06's solution](#)

728.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[MinaRagy06's solution](#)

729.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[MinaRagy06's solution](#)

730.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[MinaRagy06's solution](#)

731.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[MinaRagy06's solution](#)

732.

1969D

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Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

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733.

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

[MinaRagy06's solution](#)

734.

1928D

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

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[MinaRagy06's solution](#)

735.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[MinaRagy06's solution](#)

736.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[MinaRagy06's solution](#)

737.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[MinaRagy06's solution](#)

738.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[MinaRagy06's solution](#)

739.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[MinaRagy06's solution](#)

740.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, interactive

[MinaRagy06's solution](#)

741.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[MinaRagy06's solution](#)

742.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

743.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[MinaRagy06's solution](#)

744.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[MinaRagy06's solution](#)

745.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math

[MinaRagy06's solution](#)

746.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,585 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, trees

[MinaRagy06's solution](#)

747.

294C

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

Quality: 4,359 global accepts · Rating: 1900 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory

[MinaRagy06's solution](#)

748.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[MinaRagy06's solution](#)

749.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy

[MinaRagy06's solution](#)

750.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

751.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[MinaRagy06's solution](#)

752.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[MinaRagy06's solution](#)

753.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,908 global accepts · Rating: 1900 · first AC: 2021-12-24 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[MinaRagy06's solution](#)

754.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[MinaRagy06's solution](#)

755.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 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

[MinaRagy06's solution](#)

756.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[MinaRagy06's solution](#)

757.

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

[MinaRagy06's solution](#)

758.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MinaRagy06's solution](#)

759.

2037G

[Natlan Exploring](#) · [Tutorial](#)

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

[MinaRagy06's solution](#)

760.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[MinaRagy06's solution](#)

761.

2028D

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

Quality: 3,740 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

[MinaRagy06's solution](#)

762.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[MinaRagy06's solution](#)

763.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MinaRagy06's solution](#)

764.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[MinaRagy06's solution](#)

765.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[MinaRagy06's solution](#)

766.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[MinaRagy06's solution](#)

767.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[MinaRagy06's solution](#)

768.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[MinaRagy06's solution](#)

769.

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

[MinaRagy06's solution](#)

770.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[MinaRagy06's solution](#)

771.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[MinaRagy06's solution](#)

772.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[MinaRagy06's solution](#)

773.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation,

math, two pointers

[MinaRagy06's solution](#)

774.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · last AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[MinaRagy06's solution](#)

775.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[MinaRagy06's solution](#)

776.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[MinaRagy06's solution](#)

777.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[MinaRagy06's solution](#)

778.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[MinaRagy06's solution](#)

779.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[MinaRagy06's solution](#)

780.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[MinaRagy06's solution](#)

781.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[MinaRagy06's solution](#)

782.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[MinaRagy06's solution](#)

783.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[MinaRagy06's solution](#)

784.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[MinaRagy06's solution](#)

785.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths

[MinaRagy06's solution](#)

786.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2022-08-21 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[MinaRagy06's solution](#)

787.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[MinaRagy06's solution](#)

788.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[MinaRagy06's solution](#)

789.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[MinaRagy06's solution](#)

790.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[MinaRagy06's solution](#)

791.

2037F

[Ardent Flames](#) · [Tutorial](#)

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

[MinaRagy06's solution](#)

792.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings

[MinaRagy06's solution](#)

793.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[MinaRagy06's solution](#)

794.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[MinaRagy06's solution](#)

795.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[MinaRagy06's solution](#)

796.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[MinaRagy06's solution](#)

797.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[MinaRagy06's solution](#)

798.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[MinaRagy06's solution](#)

799.

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[MinaRagy06's solution](#)

800.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[MinaRagy06's solution](#)

801.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[MinaRagy06's solution](#)

802.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, strings

[MinaRagy06's solution](#)

803.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math
[MinaRagy06's solution](#)

804.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[MinaRagy06's solution](#)

805.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[MinaRagy06's solution](#)

806.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[MinaRagy06's solution](#)

807.

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[MinaRagy06's solution](#)

808.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[MinaRagy06's solution](#)

809.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[MinaRagy06's solution](#)

810.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[MinaRagy06's solution](#)

811.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[MinaRagy06's solution](#)

812.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[MinaRagy06's solution](#)

813.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[MinaRagy06's solution](#)

814.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[MinaRagy06's solution](#)

815.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[MinaRagy06's solution](#)

816.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[MinaRagy06's solution](#)

817.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[MinaRagy06's solution](#)

818.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[MinaRagy06's solution](#)

819.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[MinaRagy06's solution](#)

820.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[MinaRagy06's solution](#)

821.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[MinaRagy06's solution](#)

822.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

823.

1909F1

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

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

[MinaRagy06's solution](#)

824.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[MinaRagy06's solution](#)

825.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[MinaRagy06's solution](#)

826.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[MinaRagy06's solution](#)

827.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[MinaRagy06's solution](#)

828.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[MinaRagy06's solution](#)

829.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[MinaRagy06's solution](#)

830.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[MinaRagy06's solution](#)

831.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MinaRagy06's solution](#)

832.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MinaRagy06's solution](#)

833.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[MinaRagy06's solution](#)

834.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices

[MinaRagy06's solution](#)

835.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[MinaRagy06's solution](#)

836.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[MinaRagy06's solution](#)

837.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[MinaRagy06's solution](#)

838.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[MinaRagy06's solution](#)

839.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[MinaRagy06's solution](#)

840.

2028E

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

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

[MinaRagy06's solution](#)

841.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[MinaRagy06's solution](#)

842.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[MinaRagy06's solution](#)

843.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[MinaRagy06's solution](#)

844.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[MinaRagy06's solution](#)

845.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[MinaRagy06's solution](#)

846.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[MinaRagy06's solution](#)

847.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[MinaRagy06's solution](#)

848.

1928E

[Modular Sequence](#) · [Tutorial](#)

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

[MinaRagy06's solution](#)

849.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[MinaRagy06's solution](#)

850.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[MinaRagy06's solution](#)

851.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[MinaRagy06's solution](#)

852.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp,

implementation, math, number theory

[MinaRagy06's solution](#)

853.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: meet-in-the-middle

[MinaRagy06's solution](#)

854.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[MinaRagy06's solution](#)

855.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[MinaRagy06's solution](#)

856.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[MinaRagy06's solution](#)

857.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[MinaRagy06's solution](#)

858.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[MinaRagy06's solution](#)

859.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[MinaRagy06's solution](#)

860.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[MinaRagy06's solution](#)

861.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · last AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[MinaRagy06's solution](#)

862.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[MinaRagy06's solution](#)

863.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[MinaRagy06's solution](#)

864.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[MinaRagy06's solution](#)

865.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[MinaRagy06's solution](#)

866.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[MinaRagy06's solution](#)

867.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[MinaRagy06's solution](#)

868.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[MinaRagy06's solution](#)

869.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[MinaRagy06's solution](#)

870.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[MinaRagy06's solution](#)

871.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[MinaRagy06's solution](#)

872.

2101D

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation,

sortings, two pointers

[MinaRagy06's solution](#)

873.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[MinaRagy06's solution](#)

874.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[MinaRagy06's solution](#)

875.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[MinaRagy06's solution](#)

876.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[MinaRagy06's solution](#)

877.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[MinaRagy06's solution](#)

878.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[MinaRagy06's solution](#)

879.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[MinaRagy06's solution](#)

880.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[MinaRagy06's solution](#)

881.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[MinaRagy06's solution](#)

882.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[MinaRagy06's solution](#)

883.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[MinaRagy06's solution](#)

884.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[MinaRagy06's solution](#)

885.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[MinaRagy06's solution](#)

886.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[MinaRagy06's solution](#)

887.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[MinaRagy06's solution](#)

888.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[MinaRagy06's solution](#)

889.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-12-10 · last AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[MinaRagy06's solution](#)

890.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[MinaRagy06's solution](#)

891.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[MinaRagy06's solution](#)

892.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[MinaRagy06's solution](#)

893.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[MinaRagy06's solution](#)

894.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[MinaRagy06's solution](#)

895.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[MinaRagy06's solution](#)

896.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[MinaRagy06's solution](#)

897.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[MinaRagy06's solution](#)

898.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[MinaRagy06's solution](#)

899.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[MinaRagy06's solution](#)

900.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[MinaRagy06's solution](#)

901.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[MinaRagy06's solution](#)

902.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[MinaRagy06's solution](#)

903.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[MinaRagy06's solution](#)

904.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[MinaRagy06's solution](#)

905.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[MinaRagy06's solution](#)

906.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[MinaRagy06's solution](#)

907.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[MinaRagy06's solution](#)

908.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[MinaRagy06's solution](#)

909.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[MinaRagy06's solution](#)

910.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[MinaRagy06's solution](#)

911.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[MinaRagy06's solution](#)

912.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2800 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[MinaRagy06's solution](#)

913.

705E

[Black Widow](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

914.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees

[MinaRagy06's solution](#)

915.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry

[MinaRagy06's solution](#)

916.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[MinaRagy06's solution](#)

917.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[MinaRagy06's solution](#)

918.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[MinaRagy06's solution](#)

919.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[MinaRagy06's solution](#)

920.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[MinaRagy06's solution](#)

921.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[MinaRagy06's solution](#)

922.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[MinaRagy06's solution](#)

923.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[MinaRagy06's solution](#)

924.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[MinaRagy06's solution](#)

925.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[MinaRagy06's solution](#)

926.

103811F

[Furthest Travel](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

927.

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

928.

101992E

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

929.

101992C

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

930.

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

931.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

932.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

933.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

934.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

935.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

936.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

937.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

938.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

939.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

940.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

941.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

942.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

943.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[MinaRagy06's solution](#)

944.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

945.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

946.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

947.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[MinaRagy06's solution](#)

948.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[MinaRagy06's solution](#)

949.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[MinaRagy06's solution](#)

950.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[MinaRagy06's solution](#)

951.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[MinaRagy06's solution](#)

952.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

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967.

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969.

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974.

102881N

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